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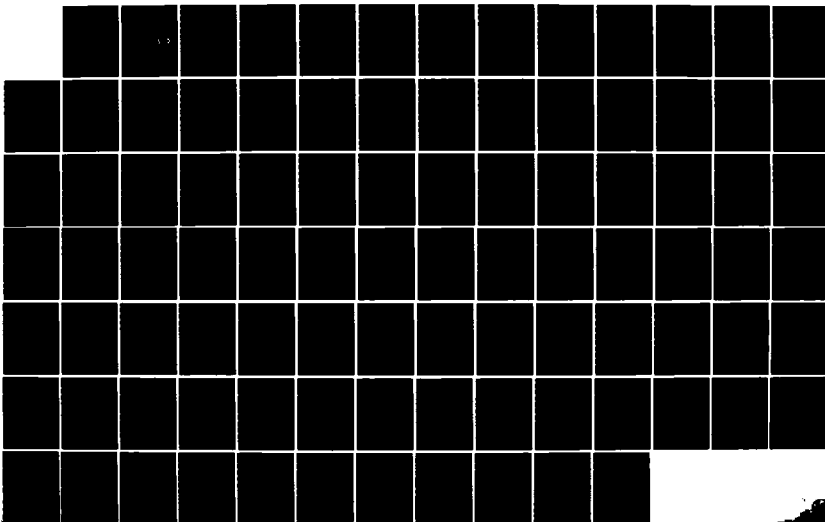
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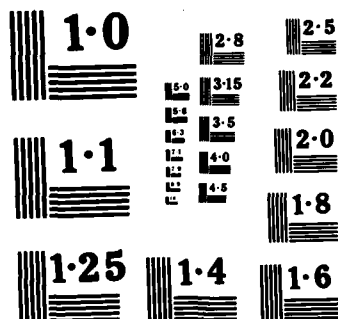
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THESIS

MODIFICATION OF HUFFMAN CODING

by

Suha Kiliç

March 1985

Thesis Advisor:

R. W. Hamming

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REPORT DOCUMENTATION PAGE		READ INSTRUCTIONS BEFORE COMPLETING FORM
1. REPORT NUMBER	2. GOVT ACCESSION NUMBER A156479	
4. TITLE (and Subtitle) Modification of Huffman Coding		5. TYPE OF REPORT & PERIOD COVERED Master's Thesis March 1985
		6. PERFORMING ORG. REPORT NUMBER
7. AUTHOR(s) Suha Kiliç		8. CONTRACT OR GRANT NUMBER(s)
9. PERFORMING ORGANIZATION NAME AND ADDRESS Naval Postgraduate School Monterey, California 93943		10. PROGRAM ELEMENT, PROJECT, TASK AREA & WORK UNIT NUMBERS
11. CONTROLLING OFFICE NAME AND ADDRESS Naval Postgraduate School Monterey, California 93943		12. REPORT DATE March 1985
		13. NUMBER OF PAGES 91
14. MONITORING AGENCY NAME & ADDRESS (if different from Controlling Office)		15. SECURITY CLASS. (of this report)
		15a. DECLASSIFICATION/DOWNGRADING SCHEDULE
16. DISTRIBUTION STATEMENT (of this Report) Approved for public release; distribution is unlimited.		
17. DISTRIBUTION STATEMENT (of the abstract entered in Block 20, if different from Report)		
18. SUPPLEMENTARY NOTES		
19. KEY WORDS (Continue on reverse side if necessary and identify by block number) Huffman Coding, reduction of variance, increase in mean time		
20. ABSTRACT (Continue on reverse side if necessary and identify by block number) Huffman Coding minimizes the average number of coding digits per message. Minimizing the mean time by this method raises the problem of large variance. When the variance is large there is a greater probability that an arbitrary encoded message significantly exceeds the average. The delicate point here is the danger of an urgent message taking more time than expected, in addition to larger bandwidth or buffer requirements.		

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With this research a large reduction of variance versus a small increase in mean time is examined for the purpose of modifying Huffman Coding for a particular alphabet.



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Modification of Huffman Coding

by

Suha Kiliç
Lt. Jg., Turkish Navy
B.S., Turkish Naval Academy, 1978

Submitted in partial fulfillment of the
requirements for the degree of

MASTER OF SCIENCE IN TELECOMMUNICATIONS SYSTEMS MANAGEMENT

from the

NAVAL POSTGRADUATE SCHOOL
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ABSTRACT

Huffman Coding minimizes the average number of coding digits per message. Minimizing the mean time by this method raises the problem of large variance. When the variance is large there is a greater probability that an arbitrary encoded message significantly exceeds the average. The delicate point here is the danger of an urgent message taking more time than expected, in addition to larger bandwidth or buffer requirements.

With this research a large reduction of variance versus a small increase in mean time is examined for the purpose of modifying Huffman Coding for a particular alphabet.

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ACKNOWLEDGEMENTS

The author wishes to extend deep gratitude and appreciation to Prof. R. W. Hamming who suggested this area of research, and contributed time, expertise and constructive criticism during the course of this work.

Sincere thanks are due to Prof. Daniel R. Dolk, who, as second reader, has been instrumental in the criticism of this thesis.

The author is also indebted to Prof. Bruce McLennan for the use of his program for Huffman Coding, and his modification of it to allow for different variable length codes.

A special thanks is due to Applications Programmer Dennis R. Mar for training the author to use Statistical Analysis System (SAS) package programs.

I. THE INTRODUCTION

In a digital transmission system, the requirement to maximize the data transfer rate drives the redundancy of the source toward a minimum. One way to reduce the redundancy of the source is to encode the source information with a variable length code such as a Huffman Code [Refs. 1,2]. Such source code encoding assigns short bit sequences to source symbols with a high frequency of occurrence, and long bit sequences to source symbols with a low frequency of occurrence. The bandwidth requirement is therefore dependent on the average code word lengths.

A. HUFFMAN CODING

Using only the probabilities of the various symbols being sent, Huffman Coding provides an organized technique for finding the code of minimum average length. The procedure is illustrated in the following example.

Suppose that we wish to code five symbols, S1, S2, S3, S4, and S5 with the probabilities 0.125, 0.0625, 0.25, 0.0625, and 0.5 respectively. The Huffman procedure can be accomplished in four steps.

Step 1. Arrange the symbols in order of decreasing probability. If there are equal probabilities, choose any of the various possibilities. See (Figure 1.1).

Step 2. Combine the bottom two entries to form a new entry with a probability equal to the sum of the original probabilities. If necessary, reorder the list so that probabilities are still in descending order. See (Figure 1.2). Note that the bottom entry in the right hand column is a combination of S2 and S4.

Symbol	Probability
S5	0.5
S3	0.25
S1	0.125
S2	0.0625
S4	0.0625

Figure 1.1 Step 1 of Huffman Coding

Symbol	Prob.	Prob.
S5	0.5	0.5
S3	0.25	0.25
S1	0.125	0.125
S2	0.0625	0.125
S4	0.0625	

Figure 1.2 Step 2 of Huffman Coding

Step 3. Continue combining in pairs until only two entries remain. See (Figure 1.3).

Step 4. Assign code words by starting at right with the most significant bit. Move to the left and assign another bit if a split occurred. The assigned bits are shown in parenthesis in Figure 1.4.

Finally, the code words are given in Figure 1.5.

Symbol	Prob.	Prob.	Prob.	Prob.
S5	0.5	0.5	0.5	0.5
S3	0.25	0.25	0.25	0.5
S1	0.125	0.125	0.25	
S2	0.0625	0.125	0.25	0.5
S4	0.0625			

Figure 1.3 Step 3 of Huffman Coding

Symbol	Prob.	Prob.	Prob.	Prob.
S5	0.5	0.5	0.5	0.5 (0)
S3	0.25	0.25	0.25 (10)	0.5 (1)
S1	0.125	0.125 (110)	0.25 (11)	
S2	0.0625 (1110)	0.125 (111)	0.25 (11)	0.5 (1)
S4	0.0625 (1111)			

Figure 1.4 Step 4 of Huffman Coding

S1	110
S2	1110
S3	10
S4	1111
S5	0

Figure 1.5 Final Code Words

From Figure 1.5 we get code lengths (3, 4, 2, 4, 1), and the average the average length is given by

$$L = 0.125(3) + 0.0625(4) + 0.25(2) + 0.0625(4) + 0.5(1)$$

$$L = 1.875$$

The Huffman code is the shortest possible code, but the variance is given by

$$V = 0.125(3 - 1.875)^2 + 0.0625(4 - 1.875)^2 + 0.25(2 - 1.875)^2 + 0.0625(4 - 1.875)^2 + 0.5(1 - 1.875)^2 = 1.109375$$

By comparison, Block Coding, which assigns codes of equal length to each symbol, would have produced an average length of 3 with zero variance.

B. VARIOUS CODES AND REDUCTION OF VARIANCE

Figure 1.6 shows three different codes for the same source symbols used above.

Symbol	Prob.	Code 1 (Huffman)	Code 2	Code 3
S5	0.5	0	0	00
S3	0.25	10	100	01
S1	0.125	110	101	10
S2	0.0625	1110	110	110
S4	0.0625	1111	111	111
Average length =		1.875	2	2.125
Variance =		1.109375	1	0.109375

Figure 1.6 Various Codes

The results of Figure 1.6 show that decreasing average length causes an increase in variance. A plot of the results is given in Figure 1.7.

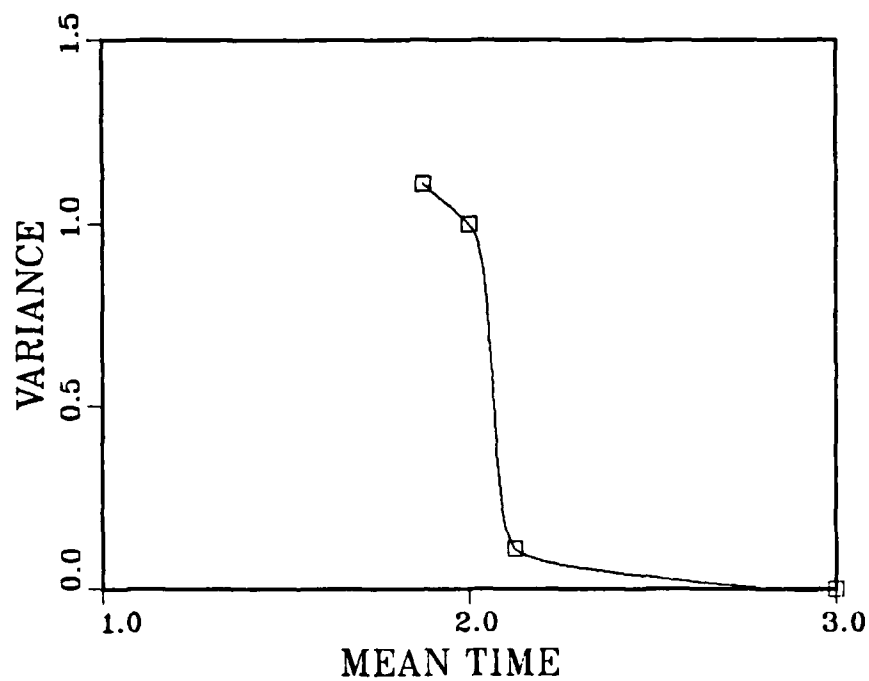


Figure 1.7 Variance Versus Mean Time for Five Symbols

II. MODIFICATION OF HUFFMAN CODING FOR A PARTICULAR ALPHABET

A. A PARTICULAR ALPHABET

The intent of this research in the early stages was to find an efficient variable length code for a Turkish On-Line communication device. For security reasons, Turkish letter frequencies in military usage are not available. Therefore, common usage letter and symbol frequencies were determined using two articles from a popular Turkish science magazine [Refs. 3,4]. The magazine articles, the Fortran language program and Statistical Analysis System (SAS) package program are given in Appendix A [Ref. 5]. The frequencies and other statistical characteristics obtained this way are given in Table 1. Table 2 contains the symbols re-arranged in order of decreasing frequency, along with their respective probabilities of occurrence.

B. ASSIGNMENT OF THE CODES

Using the derived frequency data, the symbols of this alphabet were to be assigned various codes, but there are many other codes to be examined for the purpose of reduction of variance versus increase in mean time. This process was too complex and time consuming to do manually for an alphabet of 47 symbols. For this reason the author used a program written in List Programming (LISP) language, shown in Appendix B [Refs. 6,7]. This program is run with two parameters (N,E), to assign the code words to the symbols. These parameters serve the purpose of modifying the Huffman Coding process to obtain lower variance codes. Both parameters are based on the idea of shifting the combined entries higher than their positions in the Huffman Coding process.

Practically this assignment is expected to result in lower variance codes. [Ref. 1: p. 68]. The definitions of the parameters are given below.

- (1) N is defined as the number of relative places a combined entry is moved, after positioning it in order of decreasing probability. If N is set to 0, we obtain Huffman coding, if N is set to 1, combined entries are moved one position higher than their position in the Huffman coding process. Setting N to 1, step 2 of the Huffman Coding process for the example given in the previous chapter can be modified as shown in Figure 2.1.

Symbol	Prob.	Prob.
S5	0.5	0.5
S3	0.25	0.25
S1	0.125	0.125
S2	0.0625	0.125
S4	0.0625	

Figure 2.1 Step 2 of Huffman Coding for N = 1

- (2) The second parameter E, is a constant which is added to the probability sum of each combined entry when generating a code. This causes the combined entry to appear higher in the decreasing probability list (recall step 2 of the Huffman coding process described in the previous chapter), which results in a lower variance code. Like N, if 0 is assigned to E, the Huffman code will result. Setting E to

0.13, step 2 of Huffman Coding process for the example given in the previous chapter can be modified as shown in Figure 2.2. We do not need to worry that the sum of all the probabilities is no longer equal to one.

Symbol	Prob.	Prob.
S5	0.5	0.5
S3	0.25	0.255
S1	0.125	0.25
S2	0.0625	0.125
S4	0.0625	

Figure 2.2 Step 2 of Huffman Coding for $E = 0.13$

The Huffman code, which is obtained by setting N and E to 0, is given in Table 3. This table also includes the entropy of this particular alphabet. The entropy gives a lower bound on the amount of compression that can be achieved by any encoding using only the single letter frequencies, as done here. [Ref. 1: pp.104 -108]. The other codes, obtained with different N and E values, are given in Tables 4.1 through 4.40. These tables also include the average length and the variance of their respective code words.

TABLE 1
Symbol Characteristics of the Particular Alphabet

SYMBOL	FREQUENCY	CUM FREQ	PERCENT	CUM PERCENT
(182	182	1.017	1.017
)	12	194	0.067	1.084
:	15	209	0.084	1.168
;	11	220	0.061	1.229
-	3	223	0.017	1.246
space	2387	2610	13.339	14.585
?	219	2829	11.224	15.809
!	1	2830	0.006	15.814
~	6	2836	0.034	15.848
"	29	2865	0.162	16.010
'	20	2885	0.112	16.122
A	1687	4572	9.427	25.549
B	337	4909	1.883	27.432
C	293	5202	1.637	29.070
D	628	5830	3.509	32.579
E	1423	7253	7.952	40.531
F	64	7317	0.358	40.889
G	391	7708	2.185	43.073
H	104	7812	0.581	43.655
I	1884	9696	10.528	54.183
J	8	9704	0.045	54.227
K	691	10395	3.861	58.089
L	918	11313	5.130	63.219
M	527	11840	2.945	66.164
N	1183	13023	6.611	72.775
O	476	13499	2.660	75.434
P	123	13622	0.687	76.122
R	1089	14711	6.085	82.207
S	713	15424	3.984	86.192
T	575	15999	3.213	89.405
U	924	16923	5.163	94.568
V	156	17079	0.872	95.440
W	7	17086	0.039	95.479
X	1	17087	0.006	95.485
Y	480	17567	2.682	98.167
Z	177	17744	0.989	99.156
0	35	17779	0.196	99.352
1	24	17803	0.134	99.486
2	16	17819	0.089	99.575
3	13	17832	0.073	99.648
4	12	17844	0.067	99.715
5	15	17859	0.084	99.799
6	8	17867	0.045	99.844
7	5	17872	0.028	99.871
8	13	17885	0.073	99.944
9	10	17895	0.056	100.000

TABLE 2
Symbol Probabilities in Decreasing Order

SYMBOL	PROBABILITY	SYMBOL	PROBABILITY
space	0.13339	F	0.00358
I	0.10528	0	0.00196
A	0.09427	'	0.00162
E	0.07952	1	0.00134
N	0.06611	"	0.00112
R	0.06085	2	0.00089
U	0.05163)	0.00084
L	0.05130	5	0.00084
S	0.03984	3	0.00073
K	0.03861	8	0.00073
D	0.03509	(0.00067
T	0.03213	4	0.00067
M	0.02945	;	0.00061
Y	0.02682	9	0.00056
O	0.02660	J	0.00045
G	0.02185	6	0.00045
B	0.01883	W	0.00039
C	0.01637	:	0.00034
,	0.01224	7	0.00028
.	0.01017	-	0.00017
Z	0.00989	?	0.00006
V	0.00872	X	0.00006
P	0.00687	Q	0.00000
H	0.00581		

TABLE 3
Huffman Codes for the Particular Alphabet

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	010	'	100101101
I	101	1	0000011100
A	111	"	0000011111
E	0001	2	1001001011
N	0110)	1001011001
R	1000	5	1001011000
U	1100	3	1001011110
L	1101	8	1001011101
S	00100	(1001011111
K	00101	4	00000111010
D	00111	;	00000111011
T	01110	9	00000111101
M	01111	J	10010010101
Y	10011	6	10010010100
O	000000	W	10010111000
G	000010	:	10010111001
B	001100	7	000001111001
C	001101	-	0000011110000
,	0000010	?	00000111100011
.	0000110	X	000001111000100
Z	0000111	Q	000001111000101
V	1001000		
P	1001010	Entropy (H)	= 4.27876
H	00000110	Mean Time (L)	= 4.30771
F	10010011	Variance (V)	= 1.91828
0	100100100		

TABLE 4.1
Various Codes for the Particular Alphabet

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	100	'	011010001
I	110	1	101000100
A	0000	"	001010010
E	0011	2	001010011
N	0111)	0110100110
R	0101	5	0110100000
U	1110	3	0110100111
L	1011	8	0110100100
S	00100	(1010001110
K	00010	4	0110100101
D	00011	;	1010001100
T	01100	9	1010001101
M	01000	J	1010001011
Y	01001	6	1010001010
O	10101	W	01101000011
G	11111	:	10100011110
B	001011	7	011010000100
C	011011	-	101000111110
,	101001	?	101000111111
.	111100	X	0110100001010
Z	111101	Q	0110100001011
V	0010101		
P	0110101		
H	00101000		
F	10100000		
0	10100001		

N = 1 , E = 0.0 ;
Mean Time (L) = 4.31277
Variance (V) = 1.41646
Code No = 1

Table 4.2

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	101	'	001010011
I	110	1	001010001
A	0011	"	111011100
E	0101	2	100100010
N	0110)	111011000
R	0111	5	100100011
U	1000	3	111011111
L	1111	8	111011001
S	00010	(100100001
K	00011	4	100100000
D	00000	;	0010100100
T	00001	9	0010100101
M	01000	J	1110111011
Y	01001	6	0010100000
O	10011	W	0010100001
G	001011	:	1110111100
B	001000	7	1110111101
C	001001	-	111011101000
,	111010	?	111011101010
.	111000	X	111011101001
Z	111001	Q	111011101011
V	0010101		
P	1001001		
H	1001010		
F	1001011		
O	11101101		

N = 3 , E = 0.0 ;

Mean Time (L) = 4.3194

Variance (V) = 1.34446

Code No = 2

Table 4.3

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	101	'	10001000
I	0010	1	10001001
A	0011	"	11010010
E	0101	2	11010011
N	0111)	11101010
R	1001	5	11101001
U	1111	3	11101000
L	1100	8	110101000
S	00010	(110101110
K	00011	4	110101011
D	00000	;	110101111
T	00001	9	100010100
M	01000	J	100010101
Y	01001	6	111010110
O	11100	W	111010111
G	01100	:	1101010010
B	01101	7	1101010101
C	100011	-	11010100110
,	100000	?	11010101000
.	100001	X	11010100111
Z	111011	Q	11010101001
V	110110		
P	110111		
H	1101000		
F	11010110		
O	10001011		

N = 4 , E = 0.0 ;

Mean Time (L) = 4.36186

Variance (V) = 0.93749

Code No = 3

Table 4.4

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	0001	'	11110101
I	0010	1	11101110
A	0011	"	11110110
E	1010	2	11101111
N	0110)	11110111
R	1001	5	11101010
U	0100	3	11101011
L	0101	8	100000010
S	1100	(100000110
K	1101	4	100000011
D	00000	;	100000111
T	00001	9	100000100
M	01110	J	111011000
Y	11111	6	100000101
O	11100	W	111011001
G	10110	:	1000000000
B	10111	7	1000000001
C	100001	-	10000000100
,	111100	?	10000000110
.	011110	X	10000000101
Z	011111	Q	10000000111
V	100010		
P	100011		
H	1110100		
F	11101101		
O	11110100		

N = 4 , E = 0.00100 ;

Mean Time (L) = 4.4168

Variance (V) = 0.68287

Code No = 4

Table 4.5

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	0000	'	1010011
I	0001	1	01111000
A	0110	"	01111001
E	1000	2	01111011
N	1001)	01001001
R	1011	5	01111110
U	1110	3	01111111
L	1111	8	01001010
S	00100	(01111100
K	00101	4	01001011
D	01010	;	11011010
T	01110	9	01111101
M	11000	J	11011000
Y	01000	6	11011001
O	11010	W	011110101
G	10101	:	010010000
B	00110	7	010010001
C	00111	-	110110110
,	010011	?	110110111
.	010110	X	0111101000
Z	010111	Q	0111101001
V	110111		
P	101000		
H	110010		
F	110011		
O	1010010		

N = 8 , E = 0.0 ;

Mean Time (L) = 4.45705

Variance (V) = 0.52959

Code No = 5

Table 4.6

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	0110	'	1111011
I	0111	1	1111000
A	1110	"	1111110
E	1011	2	1111001
N	1100)	1111111
R	1001	5	1111100
U	01011	3	1111101
L	00000	8	0101000
S	00001	(0101001
K	00100	4	00010010
D	00101	;	00010011
T	00110	9	00010000
M	00111	J	00010001
Y	01000	6	01010100
O	01001	W	01010101
G	10100	:	00010110
B	10101	7	00010111
C	11010	-	00010100
,	11011	?	00010101
.	000110	X	01010110
Z	000111	Q	01010111
V	100000		
P	100001		
H	100010		
F	100011		
0	1111010		

N = 7 , E = 0.01000 ;

Mean Time (L) = 4.53922

Variance (V) = 0.45146

Code No = 6

Table 4.7

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	0101	'	1100001
I	0111	1	1100010
A	1011	"	1100110
E	1000	2	1100011
N	1110)	1100111
R	00111	5	1010010
U	00000	3	1010011
L	00001	8	1010000
S	00010	(1010001
K	00011	4	1010110
D	00100	;	1010111
T	00101	9	1010100
M	11110	J	1010101
Y	01000	6	00110100
O	01001	W	00110101
G	01100	:	00110110
B	01101	7	00110111
C	11010	-	00110000
,	11011	?	00110001
.	10010	X	00110010
Z	10011	Q	00110011
V	111110		
P	111111		
H	1100100		
F	1100101		
O	1100000		

$N = 9$, $E = 0.00750$;
 Mean Time (L) = 4.58711
 Variance (V) = 0.42911
 Code No = 7

Table 4.8
Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	1011	'	111001
I	1111	1	0000010
A	1100	"	0000011
E	1101	2	0101110
N	01010)	0101111
R	01101	5	0101100
U	01110	3	0101101
L	00010	8	0111100
S	00011	(0111101
K	00100	4	0110010
D	00101	;	0110011
T	00110	9	0110000
M	00111	J	0110001
Y	01000	6	0000000
O	01001	W	0000001
G	10000	:	0000110
B	10001	7	0000111
C	10010	-	0000100
,	10011	?	0000101
.	101000	X	0111110
Z	101001	Q	0111111
V	101010		
P	101011		
H	111010		
F	111011		
0	111000		

N = 11 , E = 0.01000 ;
Mean Time (L) = 4.65856
Variance (V) = 0.38929
Code No = 8

Table 4.9

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	1010	'	111111
I	1011	1	111100
A	1100	"	111101
E	00000	2	111010
N	00001)	111011
R	00010	5	0001100
U	01000	3	0001101
L	00100	8	0100100
S	00101	(0100101
K	00110	4	0111000
D	00111	;	0111001
T	11100	9	0111010
M	01101	J	0111011
Y	01010	6	0111110
O	01011	W	0111111
G	10000	:	0111100
B	10001	7	0111101
C	10010	-	0100110
,	10011	?	0100111
.	110100	X	0001110
Z	110101	Q	0001111
V	011000		
P	110110		
H	011001		
F	110111		
O	111110		

$N = 13$, $E = 0.00250$;
 Mean Time (L) = 4.73389
 Variance (V) = 0.34297
 Code No = 9

Table 4.10

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	1001	'	110001
I	1011	1	101010
A	00000	"	101011
E	00001	2	101000
N	00010)	101001
R	00011	5	110110
U	00100	3	110111
L	00101	8	011000
S	11110	(011001
K	11010	4	0011000
D	01101	;	0011001
T	01000	9	1111100
M	01001	J	1111101
Y	01010	6	1111110
O	01011	W	1111111
G	01110	:	0011010
B	01111	7	0011110
C	10000	-	0011011
,	10001	?	0011111
.	110010	X	0011100
Z	110011	Q	0011101
V	111000		
P	111001		
H	111010		
F	111011		
0	110000		

N = 10 , E = 0.01000 ;

Mean Time (L) = 4.82519

Variance (V) = 0.28005

Code No = 10

Table 4.11

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	1101	'	111011
I	00010	1	111000
A	00011	"	111001
E	00100	2	101100
N	00101)	101110
R	00110	5	101101
U	00111	3	111100
L	01000	8	101111
S	01001	(111101
K	01010	4	100010
D	01011	;	100011
T	01100	9	100100
M	01101	J	100101
Y	01110	6	0000010
O	01111	W	0000011
G	10100	:	0000000
B	10101	7	0000001
C	11000	-	0000110
,	11001	?	0000111
.	100000	X	0000100
Z	100001	Q	0000101
V	100110		
P	100111		
H	111110		
F	111111		
O	111010		

N = 8 , E = 0.02500 ;

Mean Time (L) = 4.92818

Variance (V) = 0.19330

Code No = 11

Table 4.12

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	00000	'	011011
I	00001	1	011100
A	00011	"	011101
E	00101	2	011110
N	00111)	100000
R	01000	5	011111
U	01001	3	100001
L	01011	8	011000
S	10100	(100010
K	10101	4	011001
D	10110	;	100011
T	10111	9	100100
M	11100	J	100110
Y	11000	6	100101
O	11001	W	100111
G	11010	:	111010
B	11011	7	111011
C	11110	-	0011000
,	11111	?	0011010
.	000100	X	0011001
Z	000101	Q	0011011
V	001000		
P	001001		
H	010100		
F	010101		
O	011010		

N = 25 , E = 0.0 ;

Mean Time (L) = 5.06011

Variance (V) = 0.05707

Code No = 12

Table 4.13

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	011	'	001101001
I	101	1	001101010
A	111	"	001101011
E	0010	2	110010110
N	0101)	110010111
R	1001	5	001101100
U	1101	3	001101101
L	00000	8	0000101000
S	00010	(0000101010
K	00011	4	0000101001
D	01000	;	0000101100
T	01001	9	0000101011
M	10000	J	0000101101
Y	10001	6	0000101110
O	11000	W	0000101111
G	001100	:	1100101000
B	001110	7	1100101001
C	001111	-	1100101010
,	0000100	?	1100101011
.	0000110	X	0011010000
Z	0000111	Q	0011010001
V	1100100		
P	1100111		
H	00110111		
F	11001100		
O	11001101		

$N = 0$, $E = 0.00500$;
 Mean Time (L) = 4.31961
 Variance (V) = 1.73177
 Code No = 13

Table 4.14

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	101	'	011110001
I	110	1	011110010
A	0011	"	011110011
E	0100	2	011110110
N	0101)	011110111
R	1000	5	011110100
U	1001	3	011110101
L	1110	8	000000000
S	1111	(000000001
K	00010	4	0000001010
D	00011	;	0000001011
T	00100	9	0000001000
M	00101	J	0000001001
Y	01100	6	0000001110
O	01101	W	0000001111
G	000001	:	0000001100
B	011111	7	0000001101
C	011100	-	0000111010
,	011101	?	0000111011
.	0000100	X	0000111000
Z	0000101	Q	0000111001
V	00001111		
P	00000001	N = 3 , E = 0.00250 ;	
H	00001100	Mean Time (L) = 4.32665	
F	00001101	Variance (V) = 1.59198	
O	011110000	Code No = 14	

Table 4.15

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	011	'	01001001
I	110	1	000011100
A	0001	"	000011101
E	0011	2	000011110
N	0101)	000011111
R	1010	5	100101000
U	1111	3	100101010
L	00000	8	100101001
S	00100	(100101011
K	00101	4	100101100
D	01000	;	100101101
T	10001	9	100101110
M	10011	J	100101111
Y	10111	6	0000110000
O	11100	W	0000110010
G	11101	:	0000110001
B	000010	7	0000110100
C	100100	-	0000110011
,	100000	?	0000110110
.	100001	X	0000110101
Z	101100	Q	0000110111
V	101101		
P	0100101		
H	0100110		
F	0100111		
0	01001000		

N = 0 , E = 0.01250 ;

Mean Time (L) = 4.33631

Variance (V) = 1.23500

Code No = 15

Table 4.16

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	101	'	1001111
I	111	1	00010000
A	0010	"	00010001
E	0100	2	10000110
N	0101)	10000111
R	0110	5	001101110
U	0111	3	001101111
L	1101	8	001101100
S	00000	(001101101
K	00001	4	000110010
D	00111	;	000110011
T	10010	9	000110000
M	10001	J	000110001
Y	11000	6	0011010010
O	000111	W	0011010011
G	000101	:	0011010000
B	001100	7	0011010001
C	100110	-	0011010110
,	110010	?	0011010111
.	110011	X	0011010100
Z	0001101	Q	0011010101
V	0001001		
P	1000010		
H	1000000		
F	1000001		
O	1001110		

$N = 1$, $E = 0.00750$;
 Mean Time (L) = 4.3443
 Variance (V) = 1.35389
 Code No = 16

Table 4.17

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	010	'	0111101
I	111	1	1100000
A	0001	"	1100001
E	0011	2	01101100
N	1001)	01101110
R	1010	5	01101101
U	1101	3	01101111
L	00001	8	000001100
S	00101	(000001101
K	01100	4	000001110
D	01110	;	000001111
T	10001	9	0000010010
M	10111	J	0000010011
Y	11001	6	0000010100
O	000000	W	0000010110
G	001001	:	0000010101
B	011010	7	0000010111
C	011111	-	00000100000
,	110001	?	00000100001
.	100000	X	00000100010
Z	100001	Q	00000100011
V	101100		
P	101101		
H	0010000		
F	0010001		
O	0111100		

N = 0 , E = 0.01500 ;

Mean Time (L) = 4.36739

Variance (V) = 1.24489

Code No = 17

Table 4.18

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	111	'	1000111
I	0001	1	00000100
A	0011	"	00000101
E	0100	2	00000110
N	0101)	00000111
R	1010	5	110001010
U	0110	3	110001011
L	0111	8	110001000
S	00001	(110001001
K	10000	4	110001110
D	11001	;	110001111
T	00100	9	110001100
M	00101	J	110001101
Y	10010	6	110000010
O	10011	W	110000011
G	10110	:	110000000
B	10111	7	110000110
C	000000	-	110000001
,	100010	?	110000111
.	110100	X	110000100
Z	110101	Q	110000101
V	1101100		
P	1101101	N = 3 , E = 0.01000 ;	
H	1101110	Mean Time (L) = 4.37066	
F	1101111	Variance (V) = 0.95923	
0	1000110	Code No = 18	

Table 4.19

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	111	'	01110001
I	0101	1	01110010
A	0110	"	01110011
E	1000	2	00011010
N	1001)	00011011
R	1010	5	00011000
U	1011	3	00011001
L	1100	8	00000100
S	1101	(00000101
K	00101	4	01110110
D	00001	;	01110111
T	01000	9	010011010
M	00010	J	010011011
Y	00111	6	010011000
O	01111	W	010011100
G	000000	:	010011001
B	000111	7	010011101
C	001000	-	0100111100
,	001001	?	0100111110
.	001100	X	0100111101
Z	001101	Q	0100111111
V	0111010		
P	0000011	N = 6 , E = 0.00100 ;	
H	0100100	Mean Time (L) = 4.37112	
F	0100101	Variance (V) = 1.03108	
O	01110000	Code No = 19	

Table 4.20

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	011	'	1010101
I	111	1	10001100
A	0001	"	10001101
E	0011	2	10001110
N	0100)	10001111
R	0101	5	000001000
U	1100	3	000001001
L	1101	8	000001010
S	10100	(000001011
K	10110	4	000001100
D	00100	;	000001110
T	00101	9	000001101
M	000000	J	100001000
Y	000011	6	000001111
O	100000	W	100001010
G	100010	:	100001001
B	101011	7	100001011
C	100100	-	100001100
,	100101	?	100001110
.	100110	X	100001101
Z	100111	Q	100001111
V	101110		
P	101111		
H	0000100		
F	0000101		
O	1010100		

N = 0 , E = 0.02000 ;

Mean Time (L) = 4.37334

Variance (V) = 1.35521

Code No = 20

Table 4.21

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	111	'	0000111
I	0011	1	00100010
A	0100	"	00100011
E	1000	2	00100000
N	1011)	00100001
R	1100	5	001011110
U	1101	3	001011111
L	00000	8	001011010
S	01111	(001011011
K	01101	4	001011000
D	00010	;	001011100
T	00011	9	001011001
M	10101	J	001011101
Y	01010	6	001010010
O	01011	W	001010011
G	10010	:	001010000
B	10011	7	001010001
C	001001	-	001010110
,	000010	?	001010111
.	011100	X	001010100
Z	011101	Q	001010101
V	011000		
P	011001		
H	101000		
F	101001		
O	0000110		

$N = 4$, $E = 0.01250$;
 Mean Time (L) = 4.39698
 Variance (V) = 0.86542
 Code No = 21

Table 4.22

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	111	'	0111101
I	0110	1	10000010
A	1001	"	10000011
E	1010	2	00000100
N	1011)	00000101
R	1100	5	10000000
U	1101	3	10000110
L	00010	8	10000001
S	00001	(10000111
K	01000	4	10000100
D	00101	;	10000101
T	00111	9	00000110
M	10001	J	01001010
Y	01110	6	00000111
O	01010	W	01001011
G	01011	:	01001000
B	000000	7	01001001
C	000110	-	01001110
,	000111	?	01001111
.	001000	X	01001100
Z	001001	Q	01001101
V	001100		
P	001101		
H	0111110		
F	0111111		
O	0111100		

N = 8 , E = 0.00250 ;

Mean Time (L) = 4.41819

Variance (V) = 0.88848

Code No = 22

Table 4.23

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	0000	'	10001101
I	0001	1	11111010
A	0010	"	11111011
E	0011	2	11111000
N	0101)	11111110
R	0110	5	11111001
U	0111	3	11111111
L	1100	8	10001110
S	1101	(11111100
K	1110	4	10001111
D	10011	;	11111101
T	10100	9	01001010
M	10000	J	01001011
Y	01000	6	01001000
O	10111	W	01001001
G	11110	:	100100010
B	100010	7	100100011
C	010011	-	100100000
,	101010	?	100100001
.	101011	X	100100110
Z	101100	Q	100100111
V	101101		
P	1001010		
H	1001011		
F	10010010		
O	10001100		

N = 4 , E = 0.00250 ;

Mean Time (L) = 4.43677

Variance (V) = 0.70212

Code No = 23

Table 4.24

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	0100	'	0000111
I	0101	1	01101110
A	0111	"	01101111
E	1000	2	01101010
N	1100)	01101011
R	1010	5	01101000
U	1011	3	01101001
L	1110	8	01101100
S	1111	(01101101
K	00000	4	01100010
D	00010	;	01100011
T	00011	9	01100000
M	10010	J	01100001
Y	10011	6	01100110
O	11010	W	01100111
G	11011	:	01100100
B	001101	7	01100101
C	000010	-	01110010
,	001011	?	00110011
.	001000	X	00110000
Z	001001	Q	00110001
V	001110		
P	001111		
H	0010100		
F	0010101		
O	0000110		

N = 4 , E = 0.02000 ;

Mean Time (L) = 4.46044

Variance (V) = 0.62683

Code No = 24

Table 4.25

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	0110	'	1100110
I	0111	1	1001010
A	1000	"	1001011
E	1010	2	1100000
N	1011)	1100001
R	1101	5	0000100
U	1110	3	0000101
L	00000	8	01000100
S	00010	(01000110
K	00011	4	01000101
D	00100	;	01000111
T	00101	9	01000000
M	10011	J	01000001
Y	00110	6	01000010
O	00111	W	01000011
G	01010	:	11001110
B	01011	7	11001111
C	11110	-	100100000
,	11111	?	100100010
.	110001	X	100100001
Z	000011	Q	100100011
V	010010		
P	010011		
H	1001001		
F	1100100		
O	1100101		

N = 11 , E = 0.0 ;

Mean Time (L) = 4.49867

Variance (V) = 0.50127

Code No = 25

Table 4.26

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	0101	'	1011111
I	0110	1	0001000
A	0111	"	0001001
E	1001	2	0001110
N	1010)	0001111
R	1100	5	00111000
U	1101	3	00111001
L	00100	8	00111010
S	00101	(00111011
K	01000	4	00111110
D	01001	;	00111111
T	11100	9	00111100
M	11101	J	00111101
Y	10000	6	00110010
O	10001	W	00110011
G	11110	:	00110000
B	11111	7	00110001
C	000110	-	00110110
,	000101	?	00110111
.	000000	X	00110100
Z	000001	Q	00110101
V	000010		
P	000011		
H	101100		
F	101101		
O	101110		

N = 5 , E = 0.02500 ;

Mean Time (L) = 4.51559

Variance (V) = 0.51347

Code No = 26

Table 4.27

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	0101	'	0111011
I	1000	1	0100110
A	1010	"	0100111
E	1100	2	0110110
N	1101)	0110111
R	1111	5	0110100
U	00011	3	0111000
L	01000	8	0110101
S	01111	(1011000
K	01100	4	0111001
D	10111	;	1011001
T	00100	9	1011010
M	00101	J	1011011
Y	00110	6	0001000
O	00111	W	0001001
G	10010	:	01001010
B	10011	7	01001011
C	11100	-	000000000
,	11101	?	000000010
.	000001	X	000000001
Z	000101	Q	000000011
V	000010		
P	000011		
H	0000001		
F	0100100		
O	0111010		

N = 13 , E = 0.0 ;

Mean Time (L) = 4.54577

Variance (V) = 0.47200

Code No = 27

Table 4.28

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	0101	'	1011011
I	0111	1	1110100
A	1000	"	1110101
E	1010	2	1011000
N	1111)	1011110
R	1100	5	1011001
U	00001	3	1011111
L	00010	8	1011100
S	00011	(1011101
K	10010	4	1001110
D	00100	;	1001111
T	00101	9	1110010
M	01000	J	1110110
Y	01001	6	1110011
O	01100	W	1110111
G	01101	:	1110000
B	11010	7	1110001
C	11011	-	0000010
,	001110	?	0000011
.	000000	X	00111100
Z	001100	Q	00111101
V	001101		
P	0011111		
H	1001100		
F	1001101		
O	1011010		

$N = 11$, $E = 0.00100$;
 Mean Time (L) = 4.56374
 Variance (V) = 0.51457
 Code No = 28

Table 4.29

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	1010	'	1001011
I	1011	1	1000000
A	1100	"	1000001
E	1101	2	1001000
N	1110)	1001110
R	1111	5	1001001
U	00000	3	1001111
L	00001	8	1001100
S	00100	(1001101
K	00010	4	1000100
D	00011	;	1000101
T	01000	9	1000010
M	01001	J	1000011
Y	01010	6	0010100
O	01011	W	0010101
G	01100	:	0011000
B	01101	7	0011001
C	01110	-	0011110
,	01111	?	0011111
.	0011010	X	0011100
Z	0011011	Q	0011101
V	0010110		
P	0010111		
H	1000110		
F	1000111		
O	1001010		

$N = 12$, $E = 0.00250$;
 Mean Time (L) = 4.58022
 Variance (V) = 0.60248
 Code No = 29

Table 4.30

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	1001	'	0001101
I	1010	1	0110100
A	1011	"	0110101
E	1100	2	1000010
N	1110)	1000011
R	00000	5	0110000
U	00001	3	0110001
L	00010	8	1000000
S	00100	(1000110
K	00101	4	1000001
D	00110	;	1000111
T	00111	9	1000100
M	01000	J	1000101
Y	01001	6	0110110
O	11110	W	0110111
G	11010	:	0001110
B	01110	7	0110010
C	01111	-	0001111
,	010111	?	0110011
.	010100	X	0101100
Z	010101	Q	0101101
V	111110		
P	111111		
H	110110		
F	110111		
O	0001100		

$N = 13$, $E = 0.00100$;
 Mean Time (L) = 4.60287
 Variance (V) = 0.44151
 Code NO = 30

Table 4.31

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	1001	'	011001
I	1010	1	111000
A	1100	"	111001
E	1111	2	0000110
N	00010)	0000111
R	00011	5	0111100
U	00100	3	0111101
L	00101	8	0111000
S	10111	(0111001
K	00110	4	1011010
D	00111	;	1011011
T	01101	9	0111010
M	01000	J	1011000
Y	01001	6	0111011
O	01010	W	1011001
G	01011	:	0111110
B	10000	7	0111111
C	10001	-	0000100
,	000000	?	0000101
.	110100	X	0000010
Z	110101	Q	0000011
V	110110		
P	110111		
H	111010		
F	111011		
O	011000		

$N = 12$, $E = 0.00500$;
 Mean Time (L) = 4.66384
 Variance (V) = 0.40074
 Code No = 31

Table 4.32

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	1100	'	100111
I	1101	1	101100
A	1110	"	101101
E	1111	2	100010
N	01110)	100011
R	01101	5	0111100
U	10000	3	0111101
L	00000	8	0111110
S	00001	(0111111
K	00100	4	0110010
D	00101	;	0110011
T	01000	9	0110000
M	01001	J	0110001
Y	01010	6	0001010
O	01011	W	0001011
G	10100	:	0001000
B	10101	7	0001001
C	001110	-	0001110
,	001111	?	0001111
.	001100	X	0001100
Z	001101	Q	0001101
V	101110		
P	101111		
H	100100		
F	100101		
O	100110		

$N = 9$, $E = 0.02000$;
 Mean Time (L) = 4.68298
 Variance (V) = 0.42141
 Code No = 32

Table 4.33

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	1001	'	101110
I	1101	1	010101
A	1110	"	101111
E	00000	2	110010
N	00100)	110011
R	00101	5	110000
U	00110	3	110001
L	00111	8	101000
S	01000	(101001
K	01001	4	0000100
D	01011	;	0000101
T	01100	9	0001000
M	01101	J	0001001
Y	01110	6	0001010
O	01111	W	0001011
G	10000	:	0001110
B	10001	7	0001111
C	101010	-	0001100
,	101011	?	0001101
.	101100	X	0000110
Z	101101	Q	0000111
V	111100		
P	111101		
H	111110		
F	111111		
0	010100		

$N = 15$, $E = 0.00250$;
 Mean Time (L) = 4.75953
 Variance (V) = 0.37566
 Code No = 33

Table 4.34

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	1010	'	111111
I	1101	1	111100
A	1110	"	111101
E	00011	2	101100
N	01000)	101101
R	00000	5	110010
U	00001	3	110011
L	00100	8	011100
S	00101	(011101
K	00110	4	100010
D	00111	;	100011
T	01010	9	100000
M	01011	J	100001
Y	01100	6	0100100
O	01101	W	0100101
G	01110	:	0001010
B	01111	7	0001011
C	110000	-	0001000
,	110001	?	0001001
.	101110	X	0100110
Z	101111	Q	0100111
V	100100		
P	100101		
H	100110		
F	100111		
O	111110		

N = 13 , E = 0.01000 ;

Mean Time (L) = 4.79792

Variance (V) = 0.42646

Code No = 34

Table 4.35

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	1011	'	111001
I	1100	1	111100
A	00010	"	111101
E	00011	2	111010
N	00100)	111011
R	00101	5	110100
U	00110	3	110101
L	00111	8	101000
S	01110	(101001
K	01000	4	100010
D	01001	;	100011
T	01010	9	011110
M	01011	J	011111
Y	01100	6	0000010
O	01101	W	0000011
G	10010	:	0000000
B	10011	7	0000110
C	100000	-	0000001
,	100001	?	0000111
.	101010	X	0000100
Z	101011	Q	0000101
V	110110		
P	110111		
H	111110		
F	111111		
0	111000		

$N = 16$, $E = 0.00250$;
 Mean Time (L) = 4.85151
 Variance (V) = 0.31030
 Code No = 35

Table 4.36

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	1110	'	101011
I	1111	1	100100
A	00000	"	100101
E	00001	2	100110
N	00011)	110000
R	00100	5	100111
U	00111	3	110001
L	01000	8	101000
S	01010	(110010
K	01100	4	101001
D	01101	;	110011
T	10001	9	110100
M	01110	J	110110
Y	01111	6	110101
O	10110	W	110111
G	10111	:	0011010
B	001100	7	0011011
C	000100	-	1000000
,	000101	?	1000010
.	001010	X	1000001
Z	001011	Q	1000011
V	010010		
P	010011		
H	010110		
F	010111		
O	101010		

N = 21 , E = 0.0 ;

Mean Time (L) = 4.8695

Variance (V) = 0.33162

Code No = 36

Table 4.37

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	1110	'	100101
I	00000	1	110110
A	00001	"	110111
E	00010	2	110000
N	00011)	110010
R	00100	5	110001
U	00101	3	110100
L	00111	8	110011
S	01010	(111100
K	01011	4	110101
D	01100	;	111101
T	01101	9	111110
M	01111	J	111111
Y	10101	6	101000
O	10000	W	101001
G	10001	:	0100100
B	10110	7	0100101
C	10111	-	1001110
,	010011	?	1001111
.	001100	X	0111000
Z	001101	Q	0111001
V	010000		
P	010001		
H	100110		
F	011101		
O	100100		

N = 20 , E = 0.0 ;

Mean Time (L) = 4.93958

Variance (V) = 0.20452

Code No = 37

Table 4.38

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	1110	'	101101
I	1111	1	100010
A	00010	"	100011
E	01010	2	101110
N	01011)	110010
R	01100	5	101111
U	01101	3	110011
L	01110	8	110000
S	01111	(110001
K	10010	4	101000
D	10011	;	101001
T	11010	9	000000
M	11011	J	001000
Y	001010	6	000001
O	001011	W	001001
G	000010	:	001110
B	000011	7	001111
C	010010	-	001100
,	010011	?	001101
.	010000	X	000110
Z	010001	Q	000111
V	101010		
P	101011		
H	100000		
F	100001		
O	101100		

$N = 13$, $E = 0.02000$;
 Mean Time (L) = 4.94386
 Variance (V) = 0.41804
 Code No = 38

Table 4.39

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	1111	'	011000
I	00000	1	001001
A	00001	"	011110
E	01011	2	011001
N	00010)	100010
R	00011	5	011111
U	00101	3	100011
L	00110	8	100100
S	00111	(110010
K	01000	4	100101
D	01001	;	110011
T	10100	9	110000
M	10101	J	110001
Y	10110	6	110110
O	10111	W	110111
G	11100	:	110100
B	11101	7	110101
C	100000	-	0101010
,	100001	?	0101011
.	100110	X	0101000
Z	100111	Q	0101001
V	011100		
P	011101		
H	011010		
F	011011		
O	001000		

$N = 10$, $E = 0.02000$;
 Mean Time (L) = 4.95533
 Variance (V) = 0.22069
 Code No = 39

Table 4.40

Various Codes for the Particular Alphabet (cont'd.)

SYMBOL	CODE WORDS	SYMBOL	CODE WORDS
space	1111	'	101101
I	00000	1	110010
A	00001	"	110011
E	01010	2	101110
N	00011)	101111
R	00110	5	000100
U	00111	3	111010
L	10000	8	000101
S	10001	(111011
K	10010	4	111000
D	10011	;	111001
T	10100	9	011010
M	10101	J	011011
Y	11010	6	011000
O	11011	W	011001
G	001000	:	011110
B	001001	7	011111
C	001010	-	011100
,	001011	?	011101
.	010010	X	010110
Z	010011	Q	010111
V	010000		
P	010001		
H	110000		
F	110001		
O	101100		

$N = 11$, $E = 0.02500$;
 Mean Time (L) = 4.99572
 Variance (V) = 0.26248
 Code No = 40

III. THE EVALUATION OF RESULTS

To gain a better understanding of the relative merits of the various experimental codes, a graph of their respective mean times and variances is given in Figure 3.1. The figure emphasizes that a small increase in mean time can result in a marked reduction in variance. The dotted line represents the minimum variance found for the corresponding mean time, and the boxes correspond to experimental codes which meet the minimum variance criteria.

Figure 3.2 also displays the experimental codes which have minimum variance for a given mean time. The points numbered 1 through 12 correspond to the codes given in Tables 4.1 through 4.12. This figure includes the Huffman code and the block code as the extreme points. The Huffman code represents minimum mean time and maximum variance while the block code has zero variance but greatly increased mean time. (For an alphabet of 47 letters Block Coding Gives an average length of 6 with zero variance).

The data for the figures appears in Table 5. This table also gives a summary of the reductions in variance achievable, with the differing amounts of mean time for the particular alphabet. The Huffman code is used as the base for computing the increments in mean times and the decrements in variances of these codes.

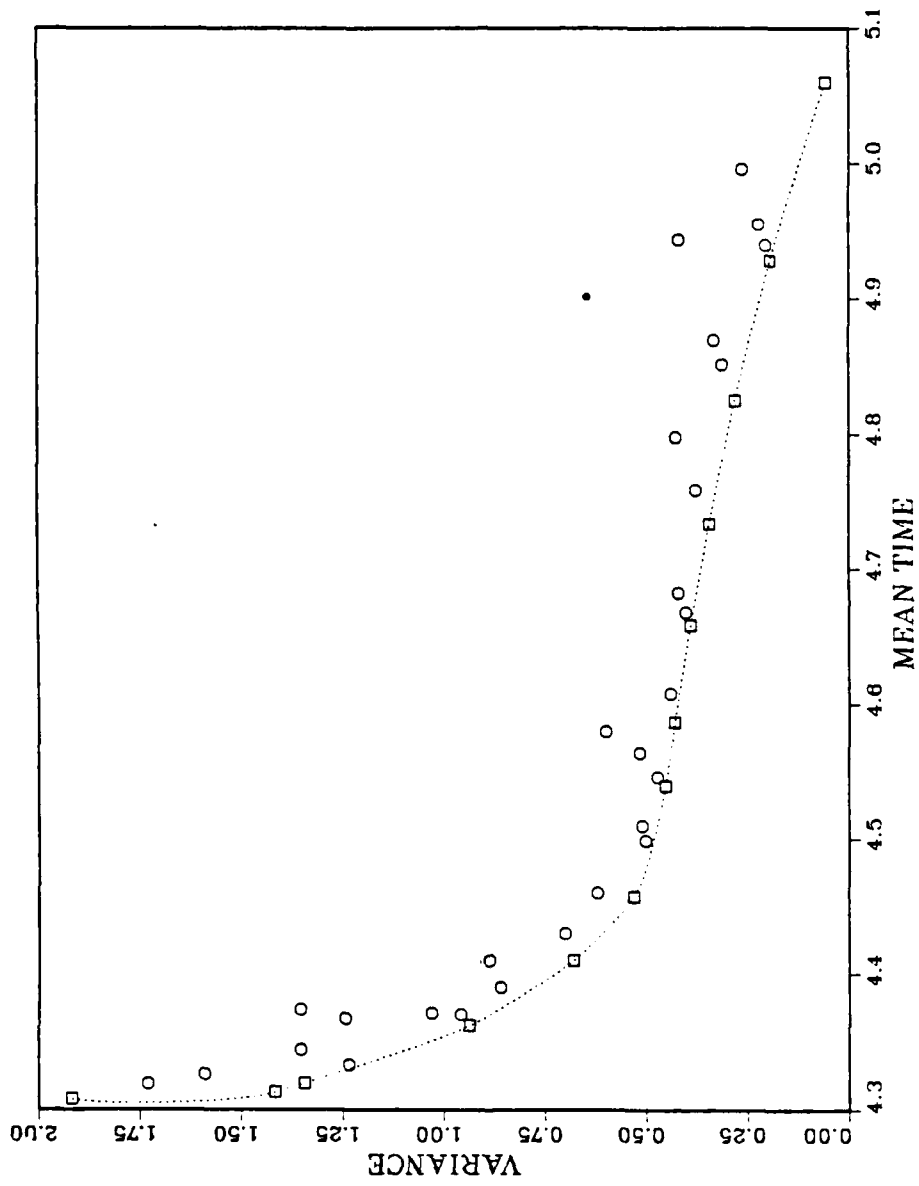


Figure 3.1 Variance - Mean Time Trade-off for the Particular Alphabet

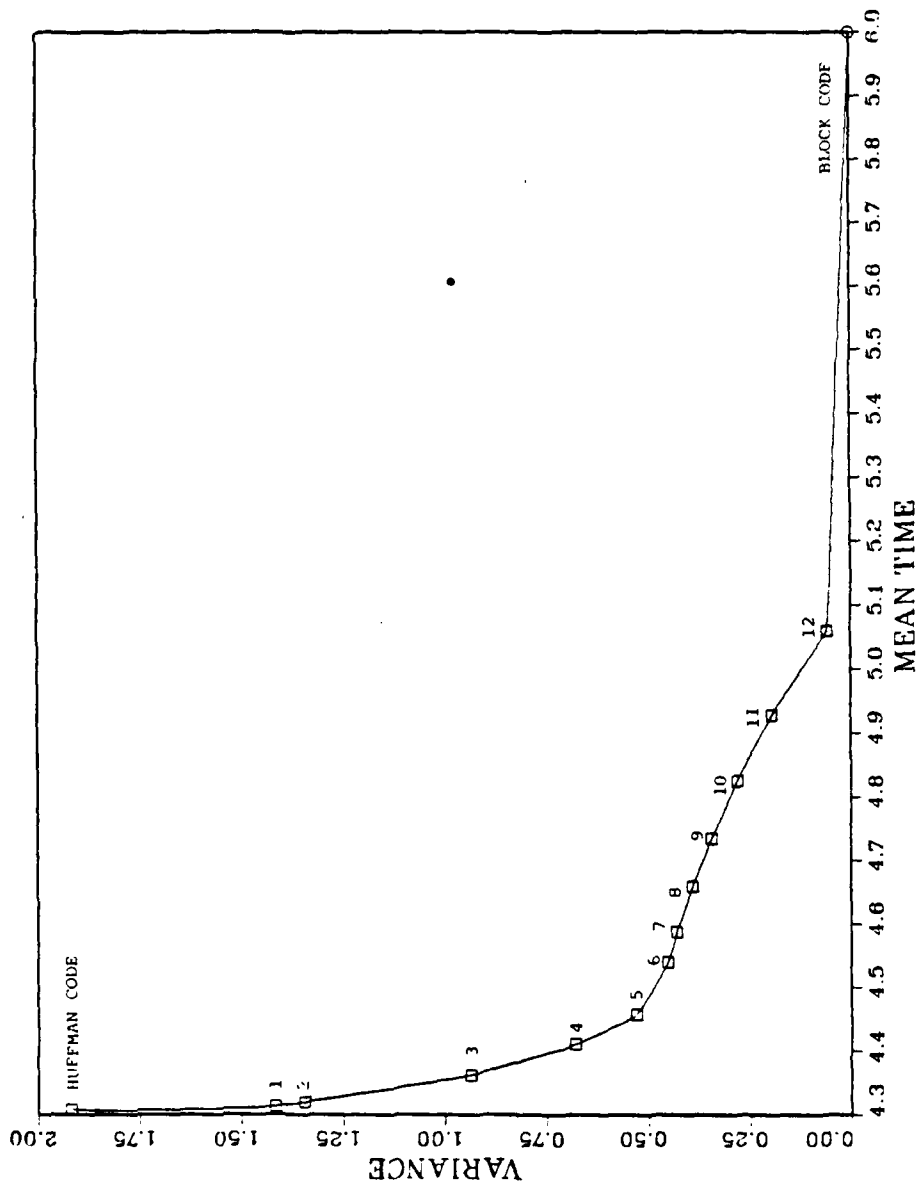


Figure 3.2 Lower Bound for Variance Reduction

TABLE 5
Data for Figure 3.1 Through 3.3

Code No	Table No	Mean time	Variance	Sacrifice in Mean Time	Gain in Variance
Huffman	3	4.30771	1.91828	0	0
1	4	4.31277	1.41646	0.00506	0.50182
2	4.1	4.3194	1.3444	0.01169	0.57388
3	4.2	4.36186	0.93749	0.05415	0.98079
4	4.3	4.4168	0.68287	0.10909	1.23541
5	4.4	4.45705	0.52959	0.14934	1.38869
6	4.5	4.53922	0.45146	0.23151	1.46682
7	4.6	4.58711	0.42911	0.2794	1.48917
8	4.7	4.65856	0.38929	0.35085	1.52899
9	4.8	4.73389	0.34297	0.42618	1.57531
10	4.9	4.82519	0.28005	0.51748	1.63823
11	4.10	4.92818	0.1933	0.62047	1.72498
12	4.11	5.06011	0.05707	0.75339	1.86121
Block code	6		0	1.69229	1.91828

Using the same table, a graph of the sacrifice in mean time versus the decrease in variance is given in Figure 3.3. Note that the graph includes segments almost parallel to the axis. These parallel segments simply show that further attempts at optimization are redundant for little gain in one variable causes significant loss in the other (Note that the segment between the Huffman code and code 2 is almost parallel to the vertical axis and the segment between code 12 and the block code is almost parallel to the horizontal axis). Consequently, better mixes of mean time and variance can be obtained using the segment between code 2 and code 12.

The selection of the codes depends on the output rate required. The term output rate is defined as the capacity of a processor for handling the traffic. The output rate of an On-Line communications device should be chosen so that on the average it can handle the input rate. When variations occur communications processors put the excess digits (0 and 1) in a buffer. These excess digits are later transmitted on the first in first out (FIFO) basis. The size of the FIFO buffer should be chosen to accommodate the maximum queue length. If, under extreme conditions, this is exceeded overflow is said to have occurred, and some digits may be lost. The buffer size gives a further way of selecting among the various codes.

An example is included to find the maximum number of digits in the buffer during the transmission of two articles given in Appendix A. There are only two absolute rates available to be chosen as output rate, Huffman and Block code, and the latter would give little insight into the problem. For this example, the output rate chosen is 4.30771 bits per unit time representing the minimum mean time for the particular alphabet, obtained by Huffman Coding. Each code in Table 5 is then used to transmit the

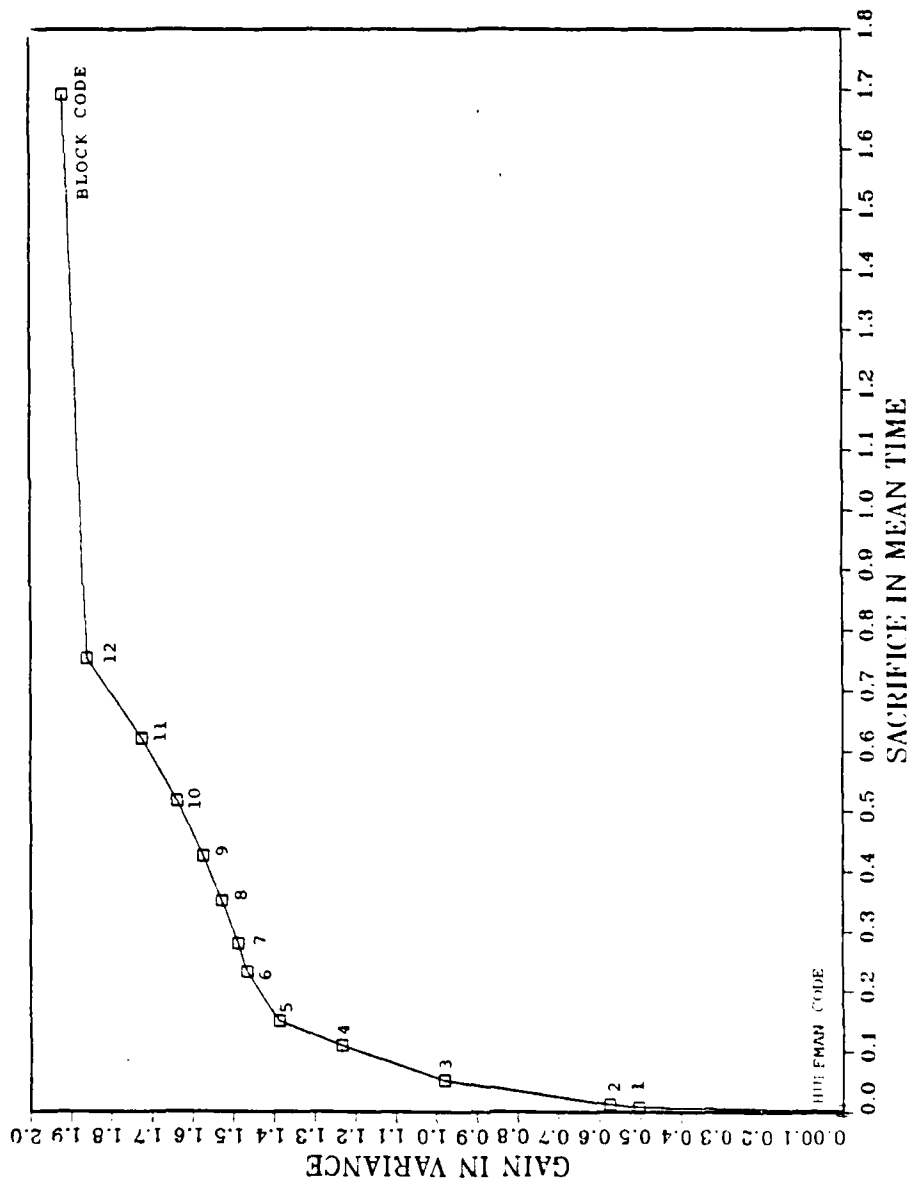


Figure 3.3 Sacrifice in Mean Time Versus Decrease in Variance

magazine articles so that their respective buffer requirements could be determined. The Statistical Analysis System (SAS) program used by the author for this purpose is given in Appendix C. The result of the experiment is summarized in Table 6 and a graph of the maximum buffer length versus the mean time is given in Figure 3.4.

TABLE 6
Maximum Buffer Length for Minimum Output Rate

Output Rate = 4.30771 bits/unit time

Code No	Table No	Mean time	Variance	Maximum Buffer Length
-----	-----	-----	-----	-----
Huffman	3	4.30771	1.91828	66
1	4	4.31277	1.41646	52
2	4.1	4.3194	1.3444	47
3	4.2	4.36186	0.93749	42
4	4.3	4.4168	0.68287	62
5	4.4	4.45705	0.52959	68
6	4.5	4.53922	0.45146	97
7	4.6	4.58711	0.42911	176
8	4.7	4.65856	0.38929	261
9	4.8	4.73389	0.34297	1468
10	4.9	4.82519	0.28005	3102
11	4.10	4.92818	0.1933	4945
12	4.11	5.06011	0.05707	7305
Block code		6	0	24124

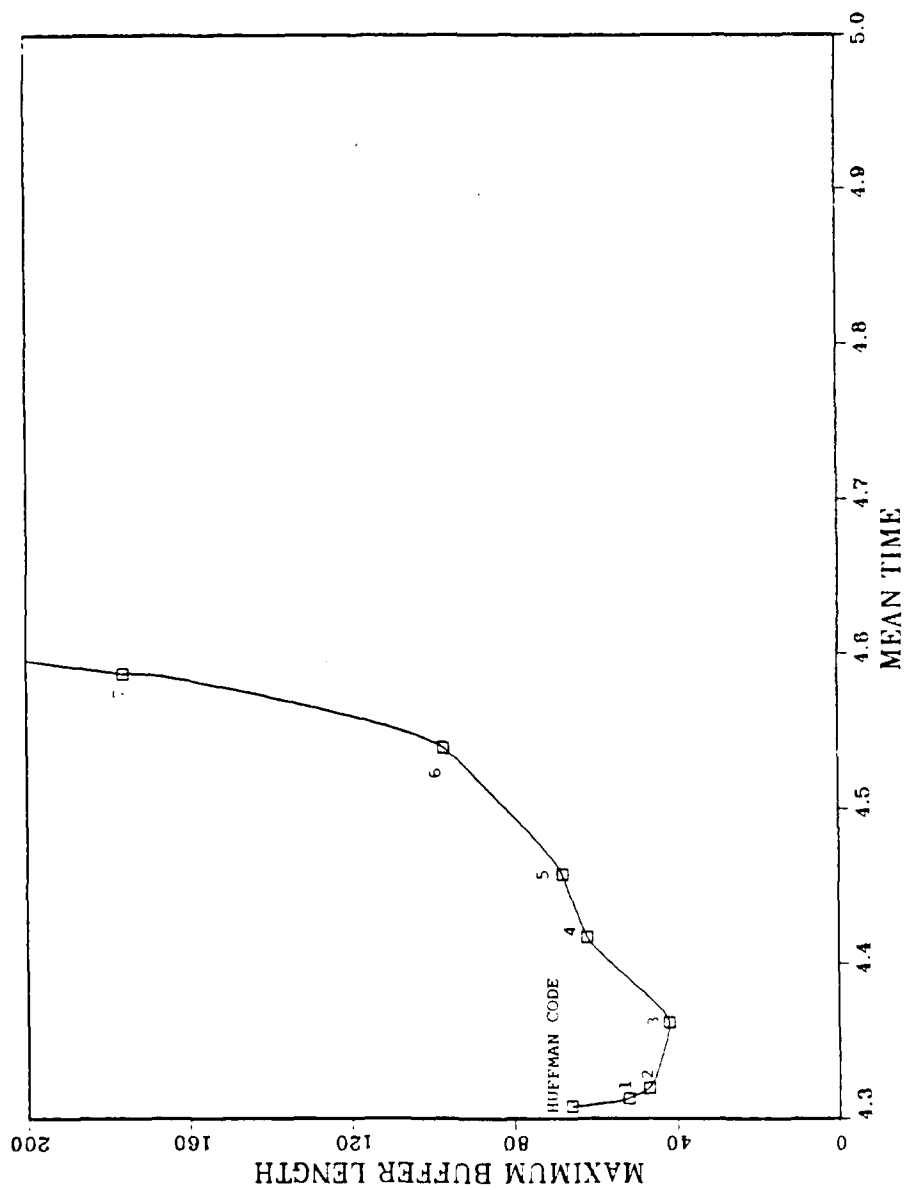


Figure 3.4 Maximum Buffer Length Versus the Mean Time

The results show that using code 3 (which is given in Table 4.3) gives the best result in terms of minimum delay incurred during the transmission of the articles. Although Huffman Coding produces the minimum average length code, because of its large variation, it causes more delay at some part of the transmission than code 3. This shows that an urgent short message may take much longer than expected as a result of the large variance.

Bear in mind that the maximum buffer size depends on two effects. First, except for the Huffman code, we are trying to send more than the rate can handle, and hence there is a linear growth of the buffer size with the length of the message. Second, the buffer size depends on the variance, and with longer messages we expect that the maximum fluctuation will grow like the square root of the message length. Table 6 clearly demonstrates that near Huffman Code the gain due to the drop in variance is greater (for this length message used) than the loss due to the increase in the mean time.

Any other output rate can be chosen between the mean times of Huffman and Block codes and the same experiment can be conducted. Five output rates were arbitrarily chosen by the author and the obtained results are summarized in Table 7. Note that as the desired output level is increased the codes which give the best results shift from code 3 towards code 12, getting further apart from the Huffman code.

Once again, remember that optimum point of a subsystem may be less significant than the optimum of the system as a whole. Often system performance is spoiled when a particular aspect is optimized. For Huffman coding the optimization for minimum average length causes a large variance. The thesis is an example of the general rule that when one aspect has been optimized it is to the detriment of most other aspects of the system, and optimizing for minimum

TABLE 7
Maximum Buffer Length for Different Output Rates

Output rates are given in bits/unit time below.

Code No	4.4	4.5	4.6	4.7	4.8
Huffman	58	54	51	48	45
1	48	44	41	38	35
2	44	40	37	34	31
3	38	34	31	28	25
4	42	38	35	32	29
5	36	30	26	23	20
6	42	26	22	19	15
7	63	28	23	20	16
8	115	36	19	15	12
9	211	77	25	18	12
10	1343	187	57	22	15
11	3185	1278	177	59	18
12	5545	3638	1731	226	81
Block code	22365	20457	18550	16643	14736

length produced a large variance. It was natural to suspect that by giving up a little in the mean time could result, if done properly, in a great gain (near the optimum) in the reduction of variance.

APPENDIX A
THE MAGAZINE ARTICLES AND PROGRAMS

A. THE MAGAZINE ARTICLES

Because this research is for an On-Line system, it is important to include the frequency of spaces in the text. To allow for this in the program, slashes were used instead of spaces.

The first article titled "Strange Shapes of Modern Ships" is given below (the slashes between the words are not shown).

BIR DERGININ RESSAMI, EN GUCLU VINCLERIN YAPAMADIGI ISI BASARARAK, 50.000 TONLUK BIR "OKYANUS DEVI"NI SUDAN CIKARDI VE BOYLECE, GEMININ BURNUNDAKI YUMRUBAS "BALB" ORTAYA CIKMIS OLDU. GEMININ KIC TARAFINDA DA BAZI YENILIKLER GOZE CARPIYORDU. BUNLARIN SIRRI ACABA NE OLABILIRDI? OTOMOBIL YAPIMCILARININ YENI GELISTIRDIKLERI MODELLERI DENEDIKLERI "RUZGAR TUNELLERI"NIN BIR BENZERI DENIZ TEKNELERI UZERINDE CALISAN MESLEKDASLARI ICIN DE GECERLI OLUYOR. ONLARIN DA YENI TEKNE MODELLERINI DENEDIKLERI "TEST HAVUZLARI" VAR. YENI GEMILER, ANCAK, BU HAVUZLARDA YAPILAN DENEYLERIN OLUMLU SONUCLAR VERMESINDEN SONRA, INSA EDILMEK UZERE KIZAGA KONUYOR. BU ARADA, GEMI MUHENDISLERININ ISLERI, KARA ARACLARI UZERINDE UGRAS VEREN MESLEKDASLARININ ISLERINDEN BIRAZ DAHA GUC. BU GUCLUK, DAHA MODEL ASAMASINDA BASLAR. DENEYLERI YAPILAN GEMI MODELLERI, YETERINCE BUYUK OLDUGU ZAMAN, DENEYLERDEN ALINAN OLCUM SONUCLARI, ISTENILENI VEREBILMEKTEDIR. GUCLUGU YARATAN IKINCI ETKEN DE, DUNYAMIZIN "SU" VE 'HAVA' OLARAK BILINEN IKI ELEMANINDAN KAYNAKLANMAKTADIR. BIR KARA TASITINDA, KAROSERI SADECE RUZGARA KARSII KOYMAK ZORUNDA OLMASINA KARSIN, BIR TEKNENIN

HEM DALGAYA VE HEM DE, RUZGARA KARSI KOYMASI GEREKIR. ESKI TARİHLERDE INSA EDILMIS GEMILERDE, BURUNLAR KESKINLESTIRILIR VE BOYLECE SUYUN DAHA AZ BIR DIRENIMLE YARILMASI SAGLANIRDI. ANCAK, BU IS, ASLINDA HIC DE GORUNDUGU KADAR BASIT DEGILDIR. GEMI HESAPLARI, SUALTINDAN ATESLENEN BIR ROKETIN HESAPLARINDAN DAHA KARMASIK VE GUCTUR. BIRAZ ONCE BELIRTtigimiz GIBI BIR GEMI, SU VE HAVA ORTAMINDA SEYREDER. BU NEDENLE DE, OZELLIKLE HAVANIN VE SUYUN BIRLESTIGI NOKTA, MUHENDISLER ICIN BIR "BILMECE"DIR. DENEY HAVUZLARINDAN ALINAN SONUCLAR OKYANUSLAR ICIN DE GECERLI OLDUGUNDAN; BU BENZER ILISKILERDEN YARARLANAN GEMI MUHENDISLERI, DENEYLERINI DENEY HAVUZLARINDA YAPMAKTADIRLAR. GEMIYE HAREKET VEREN PERVANE, TEKNEYI ILERIYE ITERKEN, GEMININ BURNUNDA BIR DALGA OLUSUR. BU DALGA, BURUNDA, YANLARDA, DIPTE VE KICTA GEMIYI YALAYARAK GECER. ANCAK, ANILAN DALGA ALISILAGELEN TIPTE BIR DALGA OLMAYIP, SAGA-SOLA KARISIK HAREKETLER YAPAN SULAR HALINDEDIR. GEMI BURNUNDA OLUSAN VE TEKNE TARAFINDAN ILETILEN BU SU KITLELERI, GEMI BURNUNUN GENISLIGI ORANINDA ARTAN BIR YIGILMA YAPARAK, ISTENILMEYEN BIR DIRENC OLUSTURUR (SEKIL 1). ISTENILMEYEN BU DIRENCIN ETKISINI AZALTABILMEK ICIN, GEMININ BURNUNDA YUMRUBAS DENILEN VE MAHMUZU ANDIRAN BIR CIKINTI YAPILIR. YUMRUBASIN ETKISI SOYLE ACIKLANABILIR: YUMRUBASLI BIR TEKNE, ONUNDE IKI DALGA TEPEsi OLUSTURUR. BUNLARDAN, TEKNENIN OLUSTURDUGU DALGA TEPEsi, YUMRUBASIN OLUSTURDUGU DALGANIN CUKURUNU DOLDURARAK, GEMI BURNUNDAKI YIGILMAYI ONLER. (SEKIL 2) SONUC OLARAK DA, ISTENILMEYEN DALGA YOK EDILIR. YUMRUBAS ADI VERILEN BU YENI BURUN TIPI, AMERIKALI GEMI DAVID TAYLOR"UN BULUSUDUR. YUZYILIMIZIN BASLARINDA TAYLOR, YUMRUBASLI GEMILERIN, DIGERLERINE KIYASLA DAHA KUCUK DALGALAR OLUSTURDUGUNU TESPIT ETMIS VE BUNUN TEORISI DAHA SONRA GELISTIRILMISTIR. ANCAK, TUM OLASILIKLARI AYDINLIGA KAVUSTURACAK KESIN FORMULLER GUNUMUZDE DAHI TAM OLARAK SAPTANMIS DEGILDIR. YUMRUBAS TEORISININ GELISMESINI

ASAGIDAKI MADELLELERLE ACIKLAYABILIRIZ: 1. SEYIR HALINDEKI BIR GEMI, ONUNDE BUYUK BIR DALGA TEPESE OLUSTURARAK ILERLER. 2. SU YUZEYININ HEMEN ALTINDA HAREKET ETTIRILEN BIR KURE, ARKASINDA BIR DALGA CUKURU OLUSTURUR. 3. GEMI MODELININ BURNUNA BIR KURE YERLESTIRILEREK, KURENIN OLUSTURDUGU DALGA CUKURU ILE GEMI MODELININ OLUSTURDUGU DALGAYI CAKISTIRACAK BIR DENEY UYGULAMASI GERCEKLESTIRILIR. 4. DENEYDE, DALGA CUKURUNUN DALGA TEPESENI YUTTUGU GORULUR. 5. DALGA TEPESE YUTULDUGUNDAN; ISTENILMEYEN DIRENC ETKISENI KAYBEDER. SONUC OLARAK, GEMI MODELİ DAHA BUYUK BIR HIZ KAZANIR VEYA HAREKETİ İCİN GEREKLİ OLAN GÜC AZALIR. ALINAN BU SONUC, GEMİNİN TÜKETTİĞİ YAKITTA HİÇ DE AZIMSANAMAYACAK BİR TASARRUF SAĞLANDIĞINI ORTAYA KOYAR. ARMATÖRLERİN YUMRUBASLI GEMI SİPARİSLERİNE AĞIRLIK VERMELERİNDEN SONRA, MÜHENDİSLERİN İŞLERİ DAHA DA GÜÇLESMİŞTİR. İLK ZAMANLARDA YUMRUBASLAR, YOLCU VE SAVAS GEMİLERİNDE UYGULANIYORDU. BUNUN DA NEDENİ, ANILAN GEMİLERİN SEFERLERİNİ GENELLİKLE SABİT BİR SU KESİMİNDE YAPMALARI İDİ. OYSA, ARMATÖRÜN SİPARİSE BAĞLADIĞI YÜK GEMİLERİNDE SU KESİMİ (DRAFT), GEMİLERİN YÜKLÜ VEYA BOS OLMALARINA GÖRE, DEĞİŞEBİLDİĞİ İCİN, GEMI BURNUNDA YER ALAN YUMRUBAS, ETKİNLİK POZİSYONUNU KORUYAMAMAKTADIR. GEMI, YÜKÜNÜ ALARAK SEFERE ÇIKTIĞINDA; YUMRUBAS, SUALTINDA, KALARAK, ETKİNLİĞİNİ SÜRDÜRMEKTE İSE DE, YÜKÜN BOSALTILMASINDAN SONRA, SU YÜZEYİNE ÇIKMAKTA VE SONUC OLARAK, ETKİNLİĞİNİ KAYBETMEKTEDİR. BU DURUM, YUMRUBASIN GEMI BURNUNDA NEREDE YER ALMASI GEREKTİĞİ SORUNUNU ORTAYA ÇIKARMIŞTIR. DAHA SONRA, YUMRUBAS, GEMI BURNUNUN BİR AZ DAHA ASAGISINA ALINARAK, SUYUN ALTINDA BIRAKILMIŞ VE İSTENİLEN SONUCA KİSMEN DE OLSA ULAŞILMIŞTIR. YUMRUBASI SADECE SUALTINDA BIRAKMAKLA SORUNLARA ÇÖZÜM GETİRİLEMEMEKTEDİR. ÇÜNKÜ, HER TEKNE KENDİNE ÖZGÜ BİR DALGA ŞEKLİ OLUSTURMAKTA VE BU NEDENLE DE, YUMRUBASIN, KULLANILACAK TEKNE İLE UYUM SAĞLAYACAK ÖZELLİKLERE SAHİP OLMASI GEREKMEKTEDİR. GEMI MÜHENDİSLERİNİN GÖĞÜSLEMELERİ ZORUNDA OLDUKLARI BU GÜÇLÜKLER,

YENI ARASTIRMA ALANLARININ DOGMASINA YOL ACMIS VE BU KEZ DE, ARASTIRMALAR GEMININ KIC TARAFINDA YOGUNLASMISTIR. YAKLASIK 20 YIL KADAR ONCE, HAMBURGLU GEMI MUHENDISI ERNST NONNECKE, YENI BIR KIC FORMU GELISTIRMIS ISE DE, ONUN BU BULUSU ANCAK SON YILLARDA DEGER KAZANMAGA VE DIKKAT CEKMEGE BASLAMISTIR. NITEKIM, NONNECKE'NIN BULUSU, BIR KORE TERSANESINDE 2 KONTEYNER GEMISINDE UYGULAMAYA KONULMUSTUR. TEORIK CALISMALAR HAMBURG'DA BASLAMIS VE BUNU IZLEYEN DENEYLERDE, INSA EDILECEK GEMININ BIR MODELİ, BOYU 300 M. VE DERINLIGI 18 M. OLAN BIR DENEY HAVUZUNA CEKILEREK, NONNECKE'NIN GELISTIRDIGI KIC FORMUNUN USTUNLUGU KABUL EDILMISTIR. BU TIP ASIMETRİK KIC FORMU: SANCAK TARAFI CUKUR VE ISKELE TARAFI DISA DOGRU BOMBELIDIR. BU FORMUN OZELLIGI, SUYUN AKISINI DUZELTEREK, DOGRUDAN PERVANeye VERMESIDIR. NONNECKE TIPI KIC FORMU TEORISI SU SEKILDE ACIKLANABILIR: SIVI ICINDE HAREKET EDEN BIR GOVDE, SUYU BAS TARAFINDAN YARAR. YARILAN SU, GOVDENIN KIC TARAFINDA YINE BIRLESMEK EGILIMI GOSTERIRKEN, BU KEZ DE GEMININ PERVANESI ILE KARSILASIR. GEMININ HAREKET YONUNE GORE, SAGA DOGRU DONEN PERVANE, SUYU TEKNEIN SANCAK (SAG) TARAFINDAN ASAGIYA ITER, BUNA KARSIN, ISKELE TARAFINDAN (SOL), YUKARIYA DOGRU ITILEREK, TEKNEIN KIC TARAFINDA BIRLESME EGILIMI GOSTEREN SU, BIRLESEMEDEN PERVANENIN AKIMINA KAPILIR. CEKILEN SUALTI FOTOGRAFLARI ILE TESPIT EDILEN BU OLAY, SUYUN GEMIDE ISKELE TARAFININ GEREKTIRDIGI ITICI GUCU OLUSTURAMADAN, YUKARIYA DOGRU ITILDIGI GERCEGINI ORTAYA KOYMUSTUR. BU OLAY UZERINDE DURAN NONNECKE, ISKELE TARAFINDAN PERVANeye YONELEN SU AKISINI DUZENLEYEBILMEK ICIN GEMIDE SANCAK VE ISKELE TARAFLARININ PERVANeye YAKIN OLAN KISIMLARINDA, TASARLADIGI FORM DEGISIKLIKLERINI GERCEKLESTIRMISTIR. BUNA GORE, GEMININ SANCAK TARAFI CUKURLASTIRILMIS; ISKELE TARAFINDA ISE, CUKURLUGUN YERINI YUMUSAK BIR BOMBE ALMISTIR (SEKIL 5). SONUC OLARAK, SUYUN DAGILMAKSIZIN VE TURBULANSA UGRAMAKSIZIN, PERVANeye AKABILMESI SAGLANMISTIR. SEKIL 3 VE

5 ESKİ VE YENİ TİP İKİ GEMİNİN EN KESİT EGRİLERİNİ VERMEKTEDİR. ESKİ TİP BİR GEMİDE EN KESİT EGRİLERİ SİMETRİK BİR BİCİM GÖSTERMEKTE VE GEMİNİN ORTASINDA DÜZ BİR ÇİZGİ BOYUNCA BİRLEŞMEKTEDİR (ŞEKİL 3). DİĞER TİP KİC FORMUNDA İSE, ANILAN EGRİLER ASİMETRİK OLARAK GELMEKTE VE GEMİNİN ORTASINDA "S" ŞEKLİNDEKİ BİR ÇİZGİ ÜZERİNDE TOPLANMAKTADIR (ŞEKİL 5). ŞEKİL 4 VE 6'DA, ESKİ VE YENİ TİP KİC FORMLARININ BİRER PROFİLİ İLE PERVANESİNE DOĞRU YÖNELEN SUYUN AKIŞI GÖRÜLMÜŞTÜR. ESKİ TİP KİC FORMUNDA (ŞEKİL 4); PERVANESİNE DOĞRU AKIŞ YAPAN SU, PERVANE İLE KARŞILAŞTIĞINDA TURBULANSA UĞRAMAKTA VE DOLAYLI OLARAK DA, GEMİ DİSELEİNİN PERVANESİNE AKTARDICI GÜÇTE KAYIYA YOL ACMAKTA DİR. NONNECKE TİPİ KİC FORMUNDA İSE, PERVANESİNE YÖNELEN SUYUN AKIŞI DÜZENLENMİŞ (ŞEKİL 6) VE DÜZENLENEN SU, TURBULANSA UĞRAMADAN, PERVANE TARAFINDAN İTİLEREK, PERVANESİNİN VERİMİ ARTIRILMIŞ VE GEMİNİN DAHA AZ BİR GÜÇLE DAHA BÜYÜK BİR HIZ KAZANMASI SAĞLANMIŞTIR. "THEA S" ADLI 124 METRELİK GEMİDE YAPILAN DENEYLER, BU YENİ KİC FORMUNUN GÜNDE 2.000 LİTRELİK BİR YAKIT TASARRUFU SAĞLADIĞINI ORTAYA KOYMUŞTUR. ESKİ TİP GEMİ FORMLARININ GEÇERLİ OLDUĞU GÜNLERE KİYASLA, YAKIT FİYATLARININ BUGÜN 10 KAT ARTTIĞI GÖZ ÖNÜNDE TUTULURSA, GEMİLERE SAĞLANAN YAKIT TASARRUFUNUN NE KADAR ÖNEMLİ OLDUĞU VE MODERN GEMİLERİN NİÇİN BOYLE GARIP BİCİMLERDE İNŞA EDİLDİĞİ SORUSU KENDİLİĞİNDEN AYDINLIĞA KAVUSABİLİR.

The second article titled "Story of the Space Shuttle" is given below (the slashes between the words are not shown).

1970'LERE DEK DAYANAN UZAY MEKİĞİ PROJESİNİN TEMEL AMACI, UZAYA DAHA UCUZ VE DOLAYISIYLA DAHA SIK GİTMEKTİR. MEKİKTEN ÖNCE UZAYA ATILAN İNSANLI VE İNSANSIZ UYDULAR, SONDA VE ROKETLER SADECE BİR KEZ KULLANILABİLİYORDU VE BU NEDENLE MALİYETLERİ YÜKSEK OLUYORDU. UZAY MEKİĞİ PROJESİ İLE İNSANOĞLU, AYNI UZAY ARACINI SÜREKLİ KULLANMA OLANAĞINA

KAVUSTU. BU PROJENIN EN BELIRGIN OZELLIGI UCAK TEKNOLOJISI ILE UZAY TEKNOLOJISINI BIR ARAYA GETIRMESIDIR. SISTEM GENELDE UC ANA BOLUMDEN OLUSMAKTADIR: 1) YORUNGE ARACI DA DENEN UZAY GEMISININ KENDISI; 2) BUYUK DIS YAKIT TANKI; 3) DIS YAKIT TANKININ HER IKI YANINDA BULUNAN KATI YAKITLI ROKETLER. SISTEMI FIRLATMA ANINDA, GEMININ ARKASINDA BULUNAN ANA MOTORLAR VE IKI FIRLATICI ROKET ATELENIR. BU ISLEMIN SONUNDA, OTUZ Milyon Newton'luk cok buyuk bir firlatma kuvveti, sistemi havalandirir. Havalandiktan bir dakika sonra sistemin surati, ses suratini asar. Bu sirada geminin icinde olsaniz ve kendinizi tartsaniz, yeryuzunde 60 kilo gelen vucudunuzun, iki dakika icinde sismanlamis olmamasina karsin, 180 kilo geldigini gorursunuz. Bu ilginç durum, aracın ivmesinin, cekim ivmesinden uc kat fazla olmasindan kaynaklanmaktadır. Havalandiktan sonra kati yakitli roketlerin yakitlari biter ve dis yakit tankindan ayrilir. Bu anda gemi, 50 km. yukseklikte ve hizi saatte 5.000 km'ye ulasmistir. Ayrilan roketler, ilk hizlarindan dolayi derhal asagiya dusmezler. 50 km'de ayrilan bu roketler, 67 km'ye dek cikar ve sonra dusmeye baslar. Duserken, yuzeyden yaklasik 3 km. yukseklikten, uc evreli parasut sistemi calisir ve dususun hizini azaltir. Denize dusen roketler, su yuzeyine degdikleri anda parasutlerden ayrilir ve alt tarafta bulunan ozel bolmeler siserek, roketlerin batmamalari saglanir. Daha sonra bunlar denizden toplanir, gerekli onarim ve bakim yapilarak, bir sonraki ucus icin hazirlanirlar. Bu kati yakitli roketlerin kalkistaki agirligi, yaklasik 580 tondur ve 11.800.000 Newton'luk bir itme meydana getirmektedir. Uzunlugu 45.5 metre, silindirik govdenin capı ise 3.7 metredir. Uzay gemisinin ana motorlarina yakit veren buyuk dis tank ise yerden 200 km. yukseklikte iken yakiti bittiginde aractan ayrilir. 20 katli bir apartman yuksekliginde (50.m) olan bu buyuk silindirik tankın capı 30 metredir. Yapımı için 30 ton

ALUMINYUM KULLANILAN BU TANKIN BIR KEZ KULLANILMASI, BIRÇOK KISININ NASA'YI ELESTIRMESINE NEDEN OLMAKTADIR. ÇUNKU MEKİKTEN AYRILAN TANK, DAHA SONRA DUNYA ATMOSFERİNE GİREREK YANMAKTADIR. NASA MUHENDİSLERİ BU TANKLARDAN NASIL YARARLANACAKLARINI DÜŞÜNMEKTEDİRLER. HAZIRLANAN BİR PROJEYE GÖRE, 1990'DAN SONRA KURULMASI BEKLENEN UZAY İSTASYONUNUN, BU TANKLARDAN YIRMİSİNİN BİR ARAYA GETİRİLEREK YAPILMASI ÖNERİLMEKTEDİR. MARTİN MARIETTA AEOROSPACE ŞİRKETİ'NİN GELİSTİRİLMİŞ PROGRAMLAR BAŞKANI OLAN FRANK WILLIAMS'A GÖRE GEMİ, TANKINI UZAYDA BİR AZ DAHA SONRA BIRAKACAK. O ZAMAN TANK, YER ATMOSFERİNE DÜŞMEYECEK, GEMİYİ İZLEYEREK İSTENEN YÖRÜNGEYE OTURTULMASI SAĞLANACAK. DENEYLERİN YAPILACAKI VE İÇİNDE RAHATÇA YASANABİLECEK SAĞLAMLIKTA OLAN BU SİLİNDİRLER ÜÇ UCA EKLENDİĞİNDE, İSTENEN UZAY İSTASYONUNUN HEM DAHA KISA ZAMANDA, HEM DE DAHA EKONOMİK BİR ŞEKİLDE YAPILABİLECEĞİ İLERİ SÜRÜLÜYOR. UZAY GEMİSİNİN ÖN GÖVDESİ VE MÜRETTİBAT BÖLÜMÜ, ALUMİNYUMDAN YAPILMIŞ ÜÇ KATTAN OLUSMAKTADIR. EN ÜST KATTA, YÖRÜNGE ARACININ KENDİSİNİ, TÜM UZAY GEMİSİ SİSTEMİNİ VE TASINAN YÜKÜ YÖNETEN, DENETLEYEN KUMANDA SİSTEMİ YER ALMAKTADIR. BU KATTA, ÜÇ ASTRONOT İSKEMLESİ BULUNMAKTADIR. ORTA KAT, ÜÇÜSÜZMANI TASIMA VE YASAM BÖLÜMÜ OLARAK AYRILMIŞTIR. AYRICA BU BÖLÜM, GEMİNİN YÜK TASIYAN KARGO BÖLÜMÜ İLE BAĞLANTILIDIR. ALT KATTA İSE ÇEVRE KONTROL GEREÇLERİ YER ALMAKTADIR. GEMİNİN ORTA BÖLÜMÜ, YÜK TASIYAN KARGO BÖLÜMÜDÜR VE UZAYA GİDERKEN ÜSTTEN ACILAN İKİ KAPAK İLE ÖRTÜLMÜKTEDİR. UZAYDA BU KAPAKLAR ACILARAK, UYDULARI YÖRÜNGEYE ÖTÜRTMİK, YÜRÜYÜS YAPMAK GİBİ ÇEŞİTLİ GÖRÜVLER YERİNE GETİRİLMEKTEDİR. ARKA GÖVDE VE MOTOR YUVALARINI TASIYAN SON BÖLÜM, YÖRÜNGE ARACININ EN KARMASIK PARÇASIDIR. SADECE 8 DAKİKA SÜREYLE ATESLENEN VE YÖRÜNGEYE ERİSMEZDEN ÖNCE 6 MİLYON NEWTON'LUK FIRLATMA KUVVETİ YARATAN ÜÇ ANA MOTOR BU BÖLÜMDİR. ANA MOTORLAR SÜSTÜKTAN SONRA GEMİYİ YÖRÜNGESİNE ÖTÜRTAN İKİ ROKETTEN ÖLÜSAN YÖRÜNGE MANEVRA SİSTEMİ DE BU ARKA BÖLÜMDÜR. SON ÖLARAK BU BÖLÜMDE 38'İ

ANA, 6'SI DUYARLI OLMAK UZERE TOPLAM 44 KUCUK ROKETTEN OLUSMUS, TEPKI-DENETIM SISTEMI BULUNMAKTADIR. BU SISTEM, ARACIN (YORUNGE ICINDE KALMA KOSULU ILE) KONUMUNU VE UC EKSENİ BOYUNCA DONME HAREKETLERİNİ SAGLAMAKTADIR. YUKARIDA KISACA OZELLİKLERİNİ TANITMAYA CALISTIGIMIZ UZAY GEMİSİ İLK UZAY UCUSUNU, 3 YILLIK BİR GECİKMEYEN SONRA, 1981 YILINDA YAPTI. UCUSA HAZIRLANAN 4 UZAY GEMİSİNDEN İLK YAPILANI, COLOMBIA ADINI TASIYORDU. UCUS KOMUTANI VE PILOT, İLK GEMİ SEYRİNİN PERSONELİYDİLER. 12 NISAN 1981 GÜNÜ COLOMBIA FLORIDA'DAKİ FIRLATMA USSUNDEN HAVALANDI. DUNYA CEVRESİNDE 36 TUR ATAN GEMİ KALKISTAN 54.5 SAAT SONRA, 14 NISAN GÜNÜ YERYÜZÜNE DONDU. UCUS BASARILI GEÇMİŞTİ AMA; GEMİYİ YÜKSEK SICAKLIKTAN KORUYAN KORUMA FAYANSLARI ÖNEMLİ DERECEDE HASARA UGRAMIŞTI. HASARA NEDEN OLAN SICAKLIK, ÖZELLİKLE ARAC DUNYA'YA DONERKEN, ATMOSFERDEKİ SURTUNMEDEN KAYNAKLANIYORDU. İKİNCİ UCUS, 14 KASIM 1981 GÜNÜ GERÇEKLEŞTİRİLDİ. BEŞ GÜN OLARAK DÜŞÜNÜLEN UCUS PROGRAMI YARIDA KESİLDİ VE GEMİ İKİ GÜN SONRA YERYÜZÜ'NE DONDU. BU UCUSUNDA HAVA KİRLİLİĞİ, DENİZ ARASTIRMALARI GİBİ BİR TAKİM BİLİMSEL ARASTIRMALAR YAPILDI. AYRICA, KANADALILARIN YAPTIĞI HERHANGİ BİR YÖNE DOĞRU 15.6 METRE UZANABİLEN, GEMİ DİSİNDAKİ BİR NESNEYİ TUTMAK İÇİN VEYA İÇİNDEKİ BİR ALETİ TUTUP UZAYA BIRAKABİLMEK İÇİN KULLANABİLECEK, KİMINİN VİNC, KİMINİN ROBOT, BAZILARININ DA MEKANİK KOL DEDİĞİ BİRİMİ DENEYİLER. BU UCUSTA GEMİ, BİRİNCİYE GÖRE DAHA AZ HASARA UGRAMIŞTI. UCUNCU UCUS, 22 MART 1982 GÜNÜ BAŞLADI VE İLK KEZ SEKİZ GÜN SURDU. GEMİ, PLANLANAN SEYRİNİ BİR GÜN GECİKMEYİLE 30 MART'TA TAMAMLADI. BU SEYİRDE, KOMUTAN VE PILOT, NORMAL ÇALIŞMALARIN YANI SIRA, BİR ÇOK SEYİLE DE UĞRAŞTILAR. BUNLAR UZAY TUTMAŞI, RADYO ARIZALARI, TIKANMIŞ TUVALET, LUMBUZLARDAKİ KIRAGI, ARIZALI RADAR EKRANI VE UYKUSUZLUKTU. FAKAT HERŞEYE KARSIN, ÇOK BASARILI BİR SEYİRDİ. ASTRONOTLAR, GEMİNİN SADECE BİR YÜZÜNÜ DAİMA GÜNEŞ'E ÇEVİREREK BİR KAC SAAT İŞİTTİLER, DOĞAL OLARAK DİĞER TARAF DA DONDU. BOYLECE

GEMİNİN İSİSAL ÖZELLİKLERİ SAPTANMIS OLDU. MEKANİK KOLA YERLESTİRİLEN BİR CİHAZLA, UZAY GEMİSİ ÇEVRESİNDEKİ PARCACIKLAR VE ELEKTRİK ALANLARI OLCULDU. MEKANİK KOLUN HAREKETİNİ SÜREKLİ DENETİM ALTINDA TUTMAK İÇİN KOL ÜZERİNE YERLESTİRİLEN TELEVİZYON KAMERASI ARIZALANINCA, PERSONEL AYNI İŞİ YAPABİLMEK İÇİN BİLDİĞİMİZ AVCI DURBUNU KULLANMAK ZORUNDA KALDILAR. İLK UCUS GÜNÜNÜN SONUNDA, YERYUZU'NDEN HAVALANIRKEN LUMBUZ KORUYUCUSUNU KIRAN BEYAZ MADDENİN, GEMİNİN BAS KISMINDAN KOPAN İŞİ KORUYUCU OLDUĞUNU KESFETTİLER. PERSONEL İLK GÜN HİCBİR ŞEY YİYEMEDİ. AYRICA PILOT, AĞIRLIKSIZ ORTAMA ALISAMADIGINDAN UYUYAMADI; DOLAYISIYLA DA İKİNCİ GÜN ÇOK YORGUN DUSMUSTU. BU DURUMU PILOT SU SOZLERLE DİLE GETİRİYORDU: "KENDİMİ, SANKİ HER ON DAKİKADA BİR MARATON KOSUYORMUS GİBİ HİSSETTİM." BU SEYİRDE AYRICA ARI, PERVANE, VE, SİNEKLERDEN OLUSAN HAYVANLARIN, AĞIRLIKSIZ ORTAMDA DAVRANISLARI İNCELENDİ. ARILAR UCMAKTAN YORULDUKLARINDA, AMACSIZ BİR ŞEKİLDE OLDUKLARI YERE DONUYORLARDI. GEMİ DUNYA'YA DONDUGUNDE TUM ARILAR OLMUSTU. PERVANELER CİLGİN BİR ŞEKİLDE KANAT CİRPİTLAR; SİNEKLER HEP YURUDULER. PILOT UCMAK İÇİN CALISAN BİR SİNEĞİ ASLA GORMEDİGİNİ SOYLUYORDU. İNİSİN YAPILACAGI EDWARDS HAVA KUVVETLERİ USSU'NDEKİ KURU GOL YATAGI MEVSİMİN DE ETKİSİYLE İNİS GÜNÜ İYİCE İSLANMISTI. BU NEDENLE, İNİS ORAYA DEĞİL DE, NEW MEXICO'DAKİ LIMANA YAPILDI. FAKAT İNİSİN YAPILACAGI GÜN KUVVETLİ BİR FIRTINA PATLAMIS VE İNİSİN YAPILACAGI ALAN, SEYİRDEKİ GEMİDEN DAHI RAHATCA GÖRÜLEBİLEN BEYAZ BİR TOZ BULUTU ALTINDA KALMISTI. BU NEDENLE UCUS BİR GÜN GECİKTİRİLDİ. DÖRDÜNCÜ UCUS, 27 HAZİRAN- 4 TEMMUZ 1982 ARASI GERÇEKLESTİRİLDİ. BU SEYİR DİĞERLERİNDEN İKİ YONDEN FARKLIYDI. BİRİNCİSİ, ASKERİ AMAÇLI YÜK TASIYORDU. HAVA KUVVETLERİ YÜKÜN NE OLDUĞUNU AÇIKLAMADI. FAKAT BU GİZLİ YÜKÜN, KIRMIZİOTESİ ARAMA VE TARAMA YAPAN BİR ALET OLDUĞU BİLİNİYORDU. İKİNCİ FARKLI YON, ÖĞRENCİLERİN HAZIRLADIGI 90 KG. AĞIRLIĞINDAKİ DENEY PAKETİNİN TASINMASIYDI. BU SEYİRDE

YAPILAN BIR BASKA DENEY DE BAZI BIYOLOJIK MATERYALIN BIRBIRLERINDEN AYRILMASIYDI. DENEYI YAPAN ALET, BU MATERYAL KARISIMI BIR ELEKTRIK ALANA KOYUYOR VE ONLARI DOGAL ELEKTRIK YUKLERINE GORE SECEBILIYORDU. DUNYA USTUNDE BU ISLEMI, YERCEKIMI ETKILEMEKTE ELEKTRIK YUKU, SICAKLIK VE CALKANTIYA NEDEN OLMAKTA, DOLAYISIYLA DA MATERYAL TEKRAR BIRBIRINE KARISMAKTADIR. UZAYDA BU MATERYALLERI BIRBIRINDEN AYIRMANIN, 800 KEZ DAHA ETKIN OLDUGU ORTAYA CIKARILDI. BU SON DENEME UCUSUYDU. BUNDAN SONRAKI UCUSLAR, NORMAL TICARI AMACLI OLACAKTI. DORDUNCU UCUSTA BASARIYA ULASAMIYAN EN ONEMLI NOKTA, KATI YAKITLI ROKETLERIN PARASUT MEKANIZMASININ ARIZALANMASI VE HER BIRI 7 Milyar TL'NA MAL OLAN BU ROKETLERIN DENIZ DIBINI BOYLAMASIYDI. BESINCI UCUSUN PERSONEL SAYISI, ILK KEZ IKIDEN FAZLA OLUYORDU. UCUS KOMUTANI VE PILOTTAN BASKA, WILLIAM VEJOSEPH ADLI IKI ASTRONOT DA UCUS UZMANI OLARAK GEMIDE YER ALDILAR. GEMININ ILK TICARI YUKU OLAN ILETISIM UYDULARI 11 KASIM 1982 GUNU BASLAYAN BU SEFERDE BASARIYLA YORUNGEYE OTURTULDU. EGER BU UYDULAR YERDEN YORUNGEYE YERLESTIRILSEYDI, UYDU SAHIPLERI DAHA FAZLA PARA ODEMEK ZORUNDA KALACAKLARDI. BU SEYIRDE PERSONELI UZAY TUTTU. BU YUZDEN UZAYDA YURUYUS IZLENCESE BIR GUN ERTELENDI. ERTESI GUN ISE HER BIRI YARIM Milyar TL'NA MAL OLAN UZAY MELBUSATI ARIZALANDI. TUM UGRASLARA KARSIN ARIZALAR GIDERILEMEDIGI ICIN YURUYUSTEN VAZGEÇİLDİ. FAKAT BU COK ONEMLI BIR DENEYDI; CUNKI GELECEKTE UZAY LIMANI GIBI BUYUK YAPILAR INSA EDILIRKEN, BU TECHIZAT ILE ARAC DISI CALISMALAR YAPILACAK.

B. PROGRAMS

Two programs are used to find the frequencies of the symbols in the magazine articles given above. A Fortran program creates a data set format which can be processed by SAS program. The program which sets the logical record length of data file to 1, is given below.

```
//SUHA1 JOB (2979,5555),'SUHA',CLASS=A
//*MAIN ORG=NPGVM1.2979P
// EXEC FORTVCG
//FORT.SYSIN DD *
C      THIS PROGRAM CONVERTS ONE LOGICAL RECORD OF
C      EIGHTY CHARACTERS TO EIGHTY
C      LOGICAL RECORDS OF ONE CHARACTER EACH.
C
C      UNIT 5: INPUT
C      UNIT 1: OUTPUT
C
      DIMENSION A(80)
      LINES = 0
10  CONTINUE
      READ(5,20,END=100) A
20  FORMAT(80A1)
      LINES = LINES + 1
      DO 30 I=1,80
      WRITE(1,20) A(I)
30  CONTINUE
      GO TO 10
100 CONTINUE
      WRITE(6,110) LINES
110 FORMAT(1X,'NUMBER OF LINES READ: ',I7)
      STOP
      END
/*
```

```
//GO.FT01F001 DD UNIT=3350,VOL=SER=MVS004,  
DISP=(NEW,KEEP),  
//    DCB=(RECFM=FB,LRECL=1,BLKSIZE=6000),  
//    SPACE=(TRK,(1,1)),DSN=S2979.LETTER  
//GO.SYSIN DD *  
        Insert text here.  (Also, remove this line).  
/*  
//
```

The second program is run to count the frequency of each type of letter. This SAS program is given below.

```
//SUHA4    JOB (2979,5555),'SUHA',CLASS=B
//*MAIN ORG=NPGVM1.2979P
// EXEC SAS
//TEXT DD UNIT=3350,VOL=SER=MVS004,DISP=SHR,
DSN=S2979.ALPHA1
//SYSIN DD *
OPTIONS LINESIZE = 80;
DATA TEXT;
    INFILE TEXT;
    INPUT @1 LETTER $CHAR1. ;
    IF LETTER EQ ' ' THEN DELETE;
PROC FREQ DATA=TEXT;
    TABLES LETTER;
/*
//
//SUHA4    JOB (2979,5555),'SUHA',CLASS=B
//*MAIN ORG=NPGVM1.2979P
// EXEC SAS
//TEXT DD UNIT=3350,VOL=SER=MVS004,DISP=SHR,
DSN=S2979.ALPHA1
//SYSIN DD *
OPTIONS LINESIZE = 80;
DATA TEXT;
    INFILE TEXT;
    INPUT @1 LETTER $CHAR1. ;
    IF LETTER EQ ' ' THEN DELETE;
PROC FREQ DATA=TEXT;
    TABLES LETTER;
/*
//
```

APPENDIX B
THE LISP PROGRAM OF CODING PROCESS

```
(defun huffman (P)
  (sortcar (assign (arrange (mapcar 'list P))) 'greaterp))

(defun arrange (Q)
  (cond ((null (cdr Q)) Q)
        (t (arrange (insert (list (add (caar Q) (caadr Q))
                                   (car Q) (cadr Q))
                             (cddr Q)) ))))

(defun insert (x Q)
  (cond ((null Q) (cons x Q))
        ((lessp (plus (car x) E) (caar Q)) (putin N x Q))
        (t (cons (car Q) (insert x (cdr Q)) ))))

(defun putin (n x L)
  (cond ((zerop n) (cons x L))
        ((null L) (list x))
        (t (cons (car L) (putin (sub1 n) x (cdr L))))))

(defun assign (Q) (split nil (car Q)) )

(defun split (c L)
  (cond ((null (cdr L)) (list (list (car L) c)) )
        (t (append (split (cons 1 c) (cadr L))
                     (split (cons 0 c) (caddr L)) ))))

(defun sortcode (L)
  (cond ((null L) nil)
        (t (inscode (caar L) (cadar L) (sortcode (cdr L)) ))))

(defun inscode (p c L)
  (cond ((null L) (list (list p c)) )
        ((greaterp (length c) (length (cadar L)))
```

```

      (cons (list p (cadar L)) (inscode (caar L) c (cdr L)) ))
      (t (cons (list p c) L)) ))

(defun totlength (L)
  (cond ((null L) 0)
        (t (add (times (caar L) (length (cadar L)) )
                  (totlength (cdr L)) )) ))

(defun avglength (L)
  (quotient (times 1.0 (totlength L))
            (apply 'add (mapcar 'car L)) ))

(defun varlength (L)
  (quotient (times 1.0 (varlength2 L (avglength L)))
            (apply 'add (mapcar 'car L))))

(defun varlength2 (L mu)
  (cond ((null L) 0)
        (t (add (times (caar L)
                        (expt (difference (length (cadar L)) mu) 2))
                  (varlength2 (cdr L) mu))))))

(defun Zipf (n)
  (cond ((zerop n) nil)
        (t (cons (quotient 1.0 n) (Zipf (- n 1)) )) ))

(defun tryN (n e)
  (set 'N n)
  (set 'E e)
  (set 'code (sortcode (huffman Turkish)) )
  (print (list 'N '= n 'E '= e))
  (pp code)
  (print (list 'mean '= (avglength code))) (terpr)
  (print (list 'variance ' = (varlength code))) (terpr))

(set 'Turkish
  '(0.0 0.00006 0.00006 0.00017 0.00028 0.00034
    0.00039 0.00045 0.00045 0.00056 0.00061 0.00067

```

0.00067 0.00073 0.00073 0.00084 0.00084 0.00089
0.00112 0.00134 0.00162 0.00196 0.00358 0.00581
0.00687 0.00872 0.00989 0.01017 0.01224 0.01637
0.01883 0.02185 0.02660 0.02682 0.02945 0.03213
0.03509 0.03861 0.03984 0.05130 0.05163 0.06085
0.06611 0.07952 0.09427 0.10528 0.13339))

(set 'N 0)

(set 'E 0)

APPENDIX C

THE SAS PROGRAM USED FOR FINDING THE BUFFER SIZE

```
//SUHA6      JOB (2979,5555),'SUHA',CLASS=B
//*MAIN ORG=NPGVM1.2979P
//  EXEC SAS
//DATAIN DD UNIT=3350,VOL=SER=MVS004,DISP=SHR,DSN=S2979.ALPHA1
//SYSIN  DD *
DATA ONE;
    INFILE DATAIN;
    INPUT LETTER $ 1;
DATA ONE;
    SET ONE;
    *
    *      For each letter, assign its number of bits
    *      in the used code.
    IF LETTER EQ '/' THEN BITS = ;
    IF LETTER EQ 'I' THEN BITS = ;
    IF LETTER EQ 'A' THEN BITS = ;
    IF LETTER EQ 'E' THEN BITS = ;
    IF LETTER EQ 'N' THEN BITS = ;
    IF LETTER EQ 'R' THEN BITS = ;
    IF LETTER EQ 'U' THEN BITS = ;
    IF LETTER EQ 'L' THEN BITS = ;
    IF LETTER EQ 'S' THEN BITS = ;
    IF LETTER EQ 'K' THEN BITS = ;
    IF LETTER EQ 'P' THEN BITS = ;
    IF LETTER EQ 'T' THEN BITS = ;
    IF LETTER EQ 'M' THEN BITS = ;
    IF LETTER EQ 'Y' THEN BITS = ;
    IF LETTER EQ 'O' THEN BITS = ;
    IF LETTER EQ 'G' THEN BITS = ;
    IF LETTER EQ 'B' THEN BITS = ;
```

```

IF LETTER EQ 'C' THEN BITS = ;
IF LETTER EQ ',' THEN BITS = ;
IF LETTER EQ '.' THEN BITS = ;
IF LETTER EQ 'Z' THEN BITS = ;
IF LETTER EQ 'V' THEN BITS = ;
IF LETTER EQ 'P' THEN BITS = ;
IF LETTER EQ 'H' THEN BITS = ;
IF LETTER EQ 'F' THEN BITS = ;
IF LETTER EQ 'O' THEN BITS = ;
IF LETTER EQ ''' THEN BITS = ;
IF LETTER EQ '1' THEN BITS = ;
IF LETTER EQ '"' THEN BITS = ;
IF LETTER EQ '2' THEN BITS = ;
IF LETTER EQ ')' THEN BITS = ;
IF LETTER EQ '5' THEN BITS = ;
IF LETTER EQ '3' THEN BITS = ;
IF LETTER EQ '8' THEN BITS = ;
IF LETTER EQ '(' THEN BITS = ;
IF LETTER EQ '4' THEN BITS = ;
IF LETTER EQ ';' THEN BITS = ;
IF LETTER EQ '9' THEN BITS = ;
IF LETTER EQ 'J' THEN BITS = ;
IF LETTER EQ '6' THEN BITS = ;
IF LETTER EQ 'W' THEN BITS = ;
IF LETTER EQ ':' THEN BITS = ;
IF LETTER EQ '7' THEN BITS = ;
IF LETTER EQ '-' THEN BITS = ;
IF LETTER EQ '?' THEN BITS = ;
IF LETTER EQ 'X' THEN BITS = ;
IF LETTER EQ 'Q' THEN BITS = ;

```

DATA ONE;

*

* Let RATE = Output capacity of the processor in ;
 * bits per unit time. ;

*

```
SET ONE;  
RATE = 4.30771;  
BUFFER + BITS;  
BUFFER = BUFFER - RATE;  
IF BUFFER LE 0 THEN BUFFER = 0;  
OPTIONS LINESIZE =80;  
PROC FREQ DATA=ONE;  
    TABLES BUFFER;  
PROC MEANS DATA=ONE MEAN STD MIN MAX;  
    VAR BUFFER;  
/*  
//
```

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